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ディンジック

# DUNGEON DICE MONSTERS

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## I. INTRODUCTION

The Yu-Gi-Oh! DUNGEONDICE MONSTERS™ game is based on the animated television series. With one **Starter Set** you have everything you need to play DUNGEONDICE MONSTERS™ just like the characters in the Yu-Gi-Oh! TV show!

Although you and another person can play a complete game with the monsters that come in this **Starter Set**, you may have more fun if you collect extra monsters in **Booster Packs** (sold separately). These additional monsters have different abilities that can boost your chances of winning!

## II. OBJECT

Use dice to summon monsters, build a path to your opponent's **Monster Lord** and attack. The first player to defeat the opposing **Monster Lord** by reducing its **Life Points** to zero wins the game.

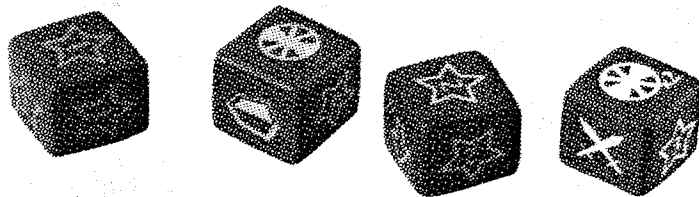
## III. GAME CONTENTS

This **Starter Set** contains everything two players need to begin a game:

- 12 Dice
- 2 Crest Counters
- 10 Dungeon Pieces
- 6 Monster Figures (movers)
- 1 Monster Lord Figure
- 7 Monster Cards (matching each Monster and Monster Lord)
- 1 Damage Marker Sheet (includes Monster Lord Tokens)
- 1 Field (game board)
- 1 Official Rule Book

## Dice

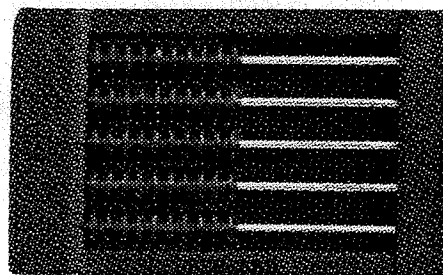
**DUNGEONDICE MONSTERS** uses dice marked with unique symbols called **crests** that let your monsters do different things.



Whenever you roll **Summon Crests** you may be able to summon a monster into the game; when you roll any other types of crests, you add them to your **Crest Counter** to spend on your monsters and power their actions.

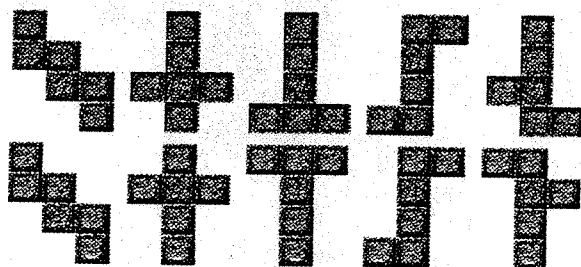
## Crest Counter

Use this abacus to keep track of the 5 different types of crests you can gather when you roll the dice.



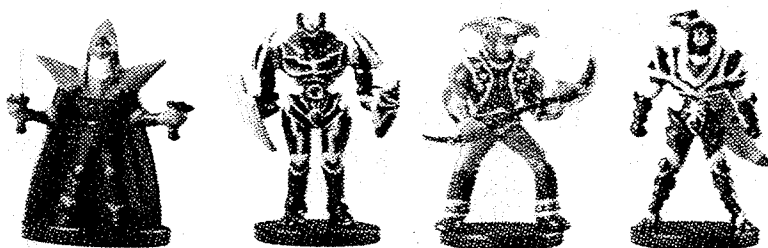
## Dungeon Pieces

Use **Dungeon Pieces** to build a path across the **Field** so your monsters can travel and attack your opponent.



## Monster Figures

You and your opponent only need the 6 monsters in one **Starter Set** to begin battling each other, but by collecting additional monsters in **Booster Packs** you can play an **Advanced Game** with 10 monsters each!



## Monster Lord

This figure represents you! If your **Monster Lord** takes 3 hits from opposing monsters, he is destroyed and you lose the game.





# Monster Cards

Each Monster Card lists all relevant information about that monster:

**DRAGON ZOMBIE** — Name of Monster

**LEVEL 2** — Level

**Invincible** — Tribe

⚡ This monster gains the Flying ability for one turn. — Explanation of Special Ability

05 — Number of crests required to perform Special Ability

**Tunnel** — Tribe

**HP:30 / X10 / 10** — HP (Hit Points), Attack Power, Defense Power

05 — Special Ability without Crests

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**Monster Card.**

## Item Cards

ITEMS are found in Booster Packs and are used only in the Advanced Game (See ITEMS).



Name of Item

Item

Level

Explanation of the Item's Effect

Item Card

## Damage Markers

Indicate damage inflicted on Monster Figures and Monster Lords during a battle.



## Monster Lord Tokens

To play a basic game, both players use these Monster Lord tokens.

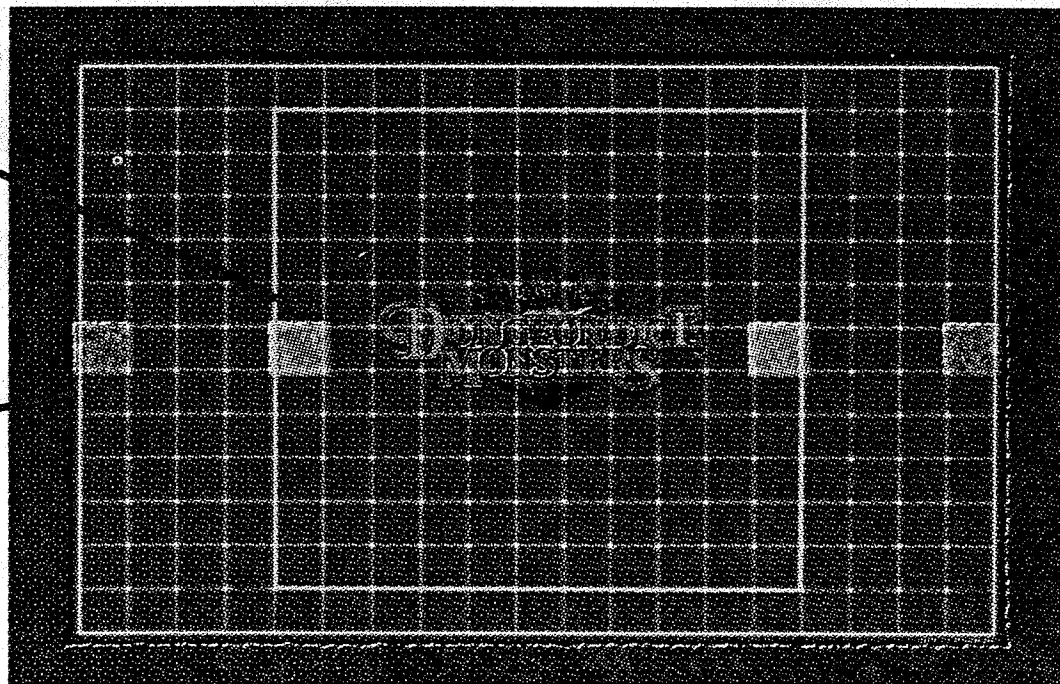


## The Field

Place Dungeon Pieces across this game board. The smaller section is for the **Basic Game**. When you collect additional monsters in **Booster Packs**, you may play the **Advanced Game** and use the entire **Field**.

Basic Game

Advanced Game



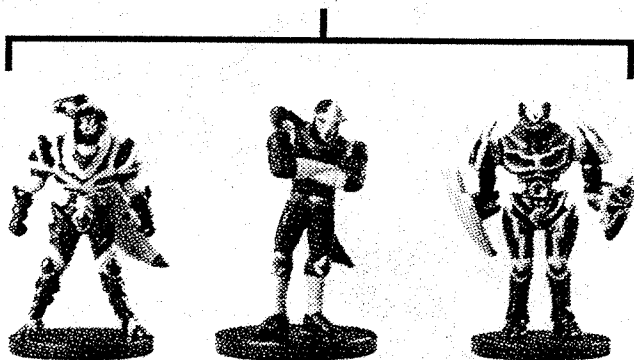


## IV. THE BASIC GAME

### A. SETTING UP

1. Unfold the Field in the middle of the playing area.
2. Because only one Monster Lord Figure comes in a Starter Set, both players punch out a Monster Lord token from the Damage Marker sheet and place it within the Basic Game area of the Field on one of the white spaces. If your opponent has his own Monster Lord Figure, you can choose to use the figures instead. The white spaces are the Monster Lords' **Domains**. Monster Lords can **not** move from their Domains.
3. Players decide who will play Yugi's monsters and who will play Kaiba's:

#### YUGI

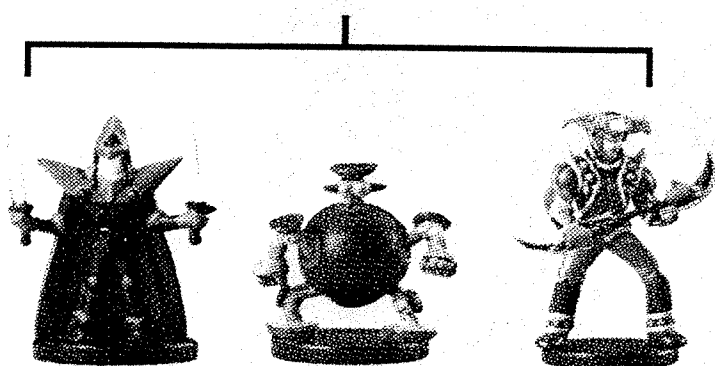


Buster  
Blader

Strike  
Ninja

Gearfried the  
Iron Knight

#### KAIBA



Knight of  
Twin Swords

Thunder Ball

Vorse Raider

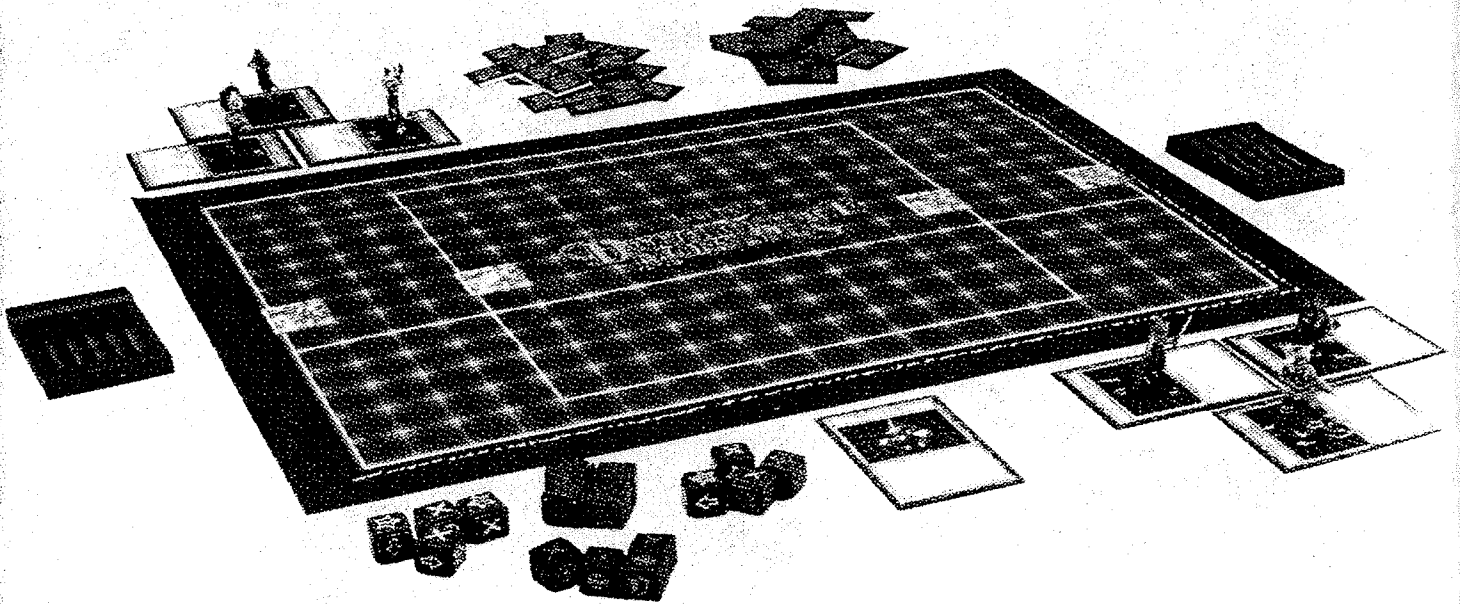
Divide the Monster Figures and Cards accordingly. Place your Monster Cards face up along the left side of the Field and set the matching Monster Figure on top of it.

You will move cards to the right side of the Field when that monster has been summoned into the game. When a monster is destroyed, remove it from the Field and flip its card face-down.

## Two Optional Monster Selection Methods:

- a. Place the Monster Cards face down and have each player take turns drawing 3 cards to select their monsters.
- b. Leave all the monsters beside the Field in a group that both players draw from during the course of the game. On their turns, each player can attempt to summon any monster still available (See SUMMONING). Neither player can summon more than 3 monsters.

4. Both players take one Crest Counter.
5. Place all dice and Dungeon Pieces in separate piles beside the Field.
6. Finally, flip a coin or play "paper, rock, scissors" to see who goes first. The winner is Player One.



## B. TURN SEQUENCE

Each player's turn consists of four basic steps:

- 1) Roll three dice and collect crests (See ROLLING).
- 2) Summon Monster Figures (See SUMMONING).
- 3) Build your Dungeon (See BUILDING).
- 4) Advance and Battle Monsters (See ADVANCING AND BATTLING).

### I. ROLLING

At the start of your turn, choose any 3 dice and roll them (you must always roll 3 dice on your turn). Generally, you will want to select three dice of the same Level (those with the same number in the star symbol) because this will help you summon monsters. Dice of the same Level will also be the same color.

Except for **Summon Crests** (which cannot be collected), you earn 1 of whatever crest symbol you roll on each die.

If the crest symbol appears with a "x2" beside it, you may collect 2 of that crest.

Use the Crest Counter to keep track of the crests you collect from your roll. You slide the appropriate number of beads left or right along the numbered track when you earn or spend crests (you spend your crests to power the different abilities of your monsters). You may collect no more than 10 of each crest type at a time.



The different crest types are as follows:



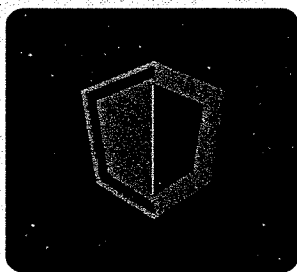
- a. **Summon Crest:** When you simultaneously roll two or more Summon Crests of the same Level (Levels are indicated by the number in each star) you summon a monster of that Level.

You do **not** collect Summon Crests as you do other crests; you **must** immediately summon the appropriate monster if you have one (See SUMMONING).

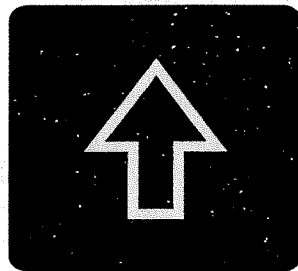
**Note:** It is more difficult to summon higher level monsters because there are fewer Summon Crests on higher level dice.



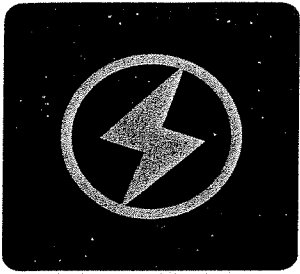
- b. **Attack Crest:** Spend an Attack Crest to perform a Regular Attack or to employ certain monsters' Special Attack ability. Each monster can perform **one** Regular Attack action per turn if you have enough crests to spend on them.



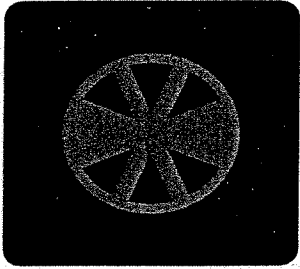
- c. **Defense Crest:** Spend a Defense Crest to perform a Regular Defense or to use certain monsters' Special Defense ability. Defense Crests can only be spent during your opponent's turn. If your monster is attacked more than once during a turn, you may defend it multiple times as long as you have Defense Crests to spend; however, you may only perform one Regular Defense per attack.



- d. **Progress Crest:** Generally, you must spend one Progress Crest for every square you move a monster. There is no limit to the number of squares you can move on your turn. In fact, you can move **all** of your monsters if you have enough crests to spend, but once you stop moving a monster you can not move it again that turn. This action can't be used during your opponent's turn.



e. **Magic Crest:** Spend a Magic Crest to perform a monster's Special Magic Ability. You cannot spend magic during your opponent's turn. Special Abilities powered by Magic Crests remain active until the end of the game or until the monster is destroyed.



f. **Trap Crest:** Spend a Trap Crest to perform a monster's Trap Ability. This action can be used during either your or your opponent's turn. Special Abilities powered by Trap Crests disappear at the end of the turn they are activated.

## 2. SUMMONING

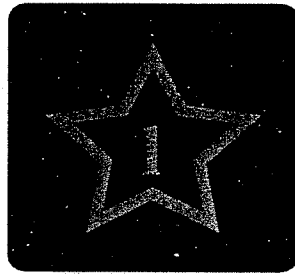
If you roll two or more Summon Crests of the same Level, you summon one monster of that Level (a monster's Level is indicated on its card). Except in special circumstances (see BUILDING), you must summon a monster and build your dungeon whenever you roll two matching Summon Crests.

### Example:

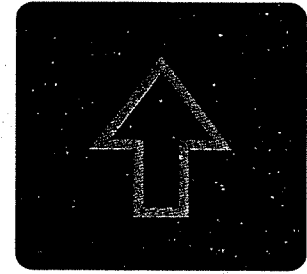
When your dice show the following crest symbols, you can summon a Level 1 monster and add one Progress Crest to your Crest Counter.



Summon Crest Level 1



Summon Crest Level 1



Progress Crest

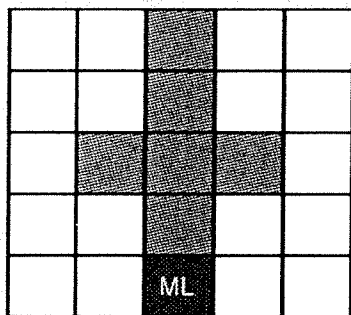


### 3. BUILDING

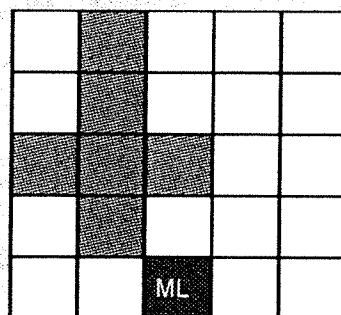
After you summon a monster, you must build a dungeon for it to inhabit. Choose any of the Dungeon Pieces and position it on the Field.

**Note:** The player controlling Yugi's monsters uses the red side of the dungeon pieces, and Kaiba's monsters use the blue side.

The first Dungeon Piece you place **must** touch at least one side of your Monster Lord's Domain.



Correct



Incorrect

Place your Monster Figure on the summon (star) symbol that appears on your side of the Dungeon Piece.

Proceed to build a dungeon path to reach your opponent's Monster Lord.

Any additional Dungeon Pieces you add must touch at least one side of any one of your Dungeon Piece(s) and must fit entirely within the blue border on the Field without overlapping any other Dungeon Pieces.

You will be unable to build your dungeon and summon a monster to the Field if:

There is no more room to place your Dungeon Piece completely within the blue border on the Field.

You don't have any more monsters or items that match the Level of the summoning dice you rolled.

## 4. ADVANCING AND BATTLING

When your summoned monster takes an action, you must spend one or more of the appropriate crests to power that action.

**Note:** A monster may take actions on the same turn it is summoned.

To make a **Regular Move**, you need to spend one Progress Crest for each square your monster moves. **Note:** Your monsters may move forward, back, left or right, but not diagonally; they may move along your opponent's Dungeon Pieces as well as your own.

To make a **Regular Attack** with your monster, you need to spend an Attack Crest (see **BATTLING MONSTERS**).

As a general rule, each of your monsters can Progress and Attack (or Attack first, then Progress) only once during a turn. For example, after your monster moves, it can attack an opposing monster; but after the attack it cannot move again during the same turn. **Note:** You may move and attack with more than one monster during your turn as long as you have sufficient crests to do so.

When your monster uses a special ability that deals with progressing or attacking (for example, Knight of Twin Swords), it can't perform a Regular Progress and Regular Attack in addition to its Special Ability/Abilities during the same turn (See **SPECIAL ABILITIES**).

### a. Advancing Monsters

Whenever your monster moves, it may pass through your monsters but not through your opponent's (unless your monster has the "Tunneling" ability – see **SPECIAL ABILITIES**). Also, no more than one monster can stop on a square at a time. When you finish moving and attacking, your turn ends and your opponent's turn begins.



## b. Battling Monsters

When your monsters battle, you may choose to have them perform a **Regular Attack**, a **Regular Defense**, or use one of their **Special Abilities**.

### 1. Regular Attack

Every monster (including your Monster Lord) can make a Regular Attack. A monster can only make one Regular Attack during a turn.

Your monster can only attack monsters in adjacent squares (either to the left, right, forward or back, not diagonally).

You must spend one Attack Crest to perform a Regular Attack on an opponent's monster.

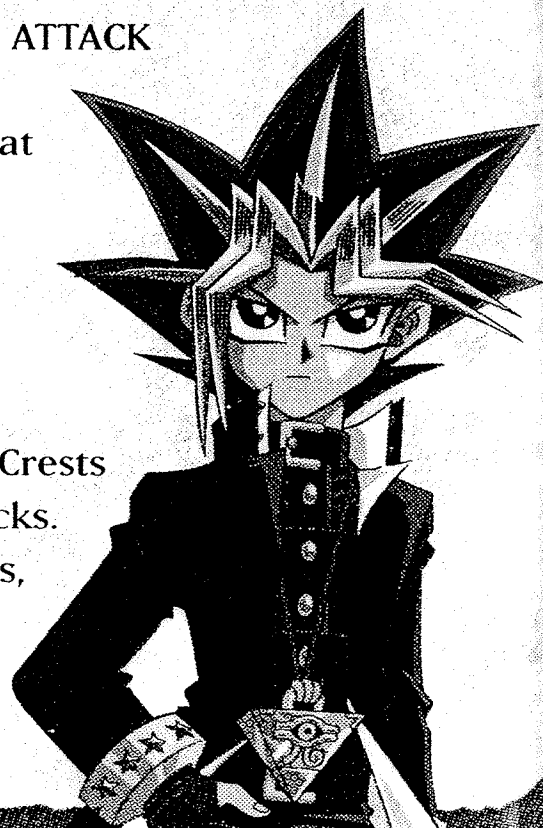
### 2. Regular Defense

Every monster (but **not** your Monster Lord — See THE MONSTER LORD) can perform a Regular Defense to protect itself from attack.

By spending a Defense Crest, you activate your monster's DEFENSE POWER, as listed on its Monster Card. Subtract this value from the attacking monster's ATTACK POWER, as listed on the attacker's Monster Card, to reduce the damage that your monster takes (See DAMAGE).

You may spend one — and **only** one — Defense Crest to perform a Regular Defense against one attack.

**NOTE:** You can spend multiple Defense Crests to defend a monster from multiple attacks. When defending against multiple attacks, you may still only spend one Defense Crest against each individual attack.



### 3. Special Attack

Many monsters have a Special Attack they can use in place of their Regular Attack, such as the Continuous Double-Attack performed by Knight of Twin Swords.

Monster Cards list each monster's Special Attack (if any) along with the number and type of crests you must spend to make that attack (See SPECIAL ABILITIES).

#### c. Damage

Monsters take damage whenever they are attacked. This damage is subtracted from the monster's Hit Points (HP) until the total reaches zero and the monster is destroyed; however, by having that monster perform a Regular Defense you can reduce or eliminate the damage and save that monster.

##### 1. If you do not perform the Regular Defense:

Subtract the attacking monster's Attack Power from the defending monster's Hit Points (HP). If the defender's HP are reduced to 0 it is destroyed, its card is turned face-down and its figure is removed from the Field for the remainder of the game. If it is not destroyed, mark its card with one Damage Marker for every 10 points of damage it took (See DAMAGE MARKERS).

##### 2. If you perform the Regular Defense:

Subtract your monster's Defense Power from the opposing monster's Attack Power to find out how much damage your monster takes.

$$\text{Attack Power of Opposing Monster} - \text{Defense Power of your Monster} = \text{Damage to your Monster}$$

**NOTE:** Even if your monster has a greater Defense Power than the attacking monster's Attack Power, the attacking monster does **not** take any damage.

### 3. Damage Markers

When a monster takes damage without being destroyed, place a Damage Marker(s) on its Monster Card. Each marker indicates 10 points of damage. Damage Markers remain on a Monster Card until the end of the game or the monster is magically healed. If the monster is destroyed, remove it from the Field, take the Damage Markers from the Monster Card and turn the card face down.

#### d. The Monster Lord

The Monster Lord is the most important figure in the game – he represents you as a player.

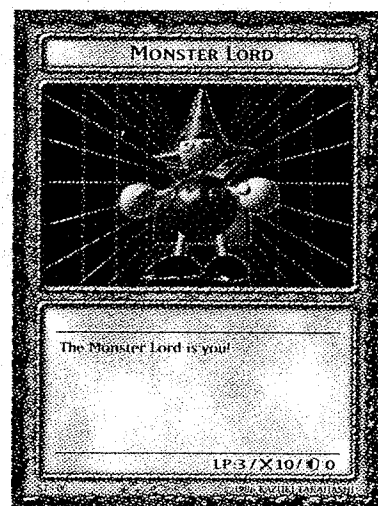
#### Your Monster Lord's Statistics

LP (Life Point): 3

Attack: 10

Defense: 0

Unlike monsters, the Monster Lord has no Hit Points (HP), only Life Points (LP). Each Monster Lord begins the game with 3 Life Points. Because a Monster Lord's Defense Power is 0, you don't need to calculate the damage count; every time an opposing monster attacks your Monster Lord, subtract **one** Life Point – regardless of how high the monster's Attack Power may be – and place a Damage Marker behind your Monster Lord. Three separate Regular Attacks are required to destroy a Monster Lord.





**Note:** Special Abilities do **not** affect Monster Lords.

Monster Lords have an Attack Power of 10. You can use them to attack monsters in adjacent spaces when it is your turn. Like regular monsters, Monster Lords must spend one Attack Crest to attack. Monster Lords may attack **any** monster, regardless of any Special Abilities – including Flying or Tunneling – that it may have.

**e. How to Win!**

You win the game when you reduce your opponent's Monster Lord to 0 Life Points. If your opponent takes all 3 of your Life Points first, you lose. If both Monster Lords reach 0 at the same time, the game is a tie.

In the situation where you and your opponent have no monsters remaining or are unable to place any more Dungeon Pieces on the Field because they won't fit (See BUILDING), work through the following steps in order to determine the winner (if the step is a tie, move to the next one):

1. The Monster Lord with the most Life Points remaining wins the game. Then:
2. Whoever summoned more monsters onto the Field wins the game. Then:
3. Whoever summoned more high-level monsters onto the Field wins the game. Then:
4. The game is a tie.

## V. Special Abilities

Special Abilities are listed on the bottom of Monster Cards and grant your monsters unique powers. If you spend the correct number and type of crests that an ability calls for, you activate its power.

You may use a Special Ability as many times as you like — as long as you have enough crests to continue performing the action. If, however, your Monster Card indicates that "You can perform action only once during a turn" or "You can perform action only when Building," you need to follow these instructions instead.

**Note:** Whenever the text on a card contradicts the rules, follow what the card says.

Sometimes a monster's Special Ability shows a number inside a circle instead of listing specific crest symbols. In this case, you can activate the Special Ability by using the indicated number of any type of crests. If there is a "o" in the circle, you don't need crests to perform this Special Ability (it is performed automatically).

### A. Examples of Special Abilities:

Let's look at the abilities of Knight of Twin Swords, Magician Dragon and Crawling Dragon #1:

#### 1. Progress Crest: Move 2 Squares

This Special Ability allows the monster to move 2 squares for every Progress Crest spent. **Note:** if you use this Special Ability, you cannot perform a Regular Progression during the same turn.

#### 2. Attack Crest x2: Perform Multiple Attacks

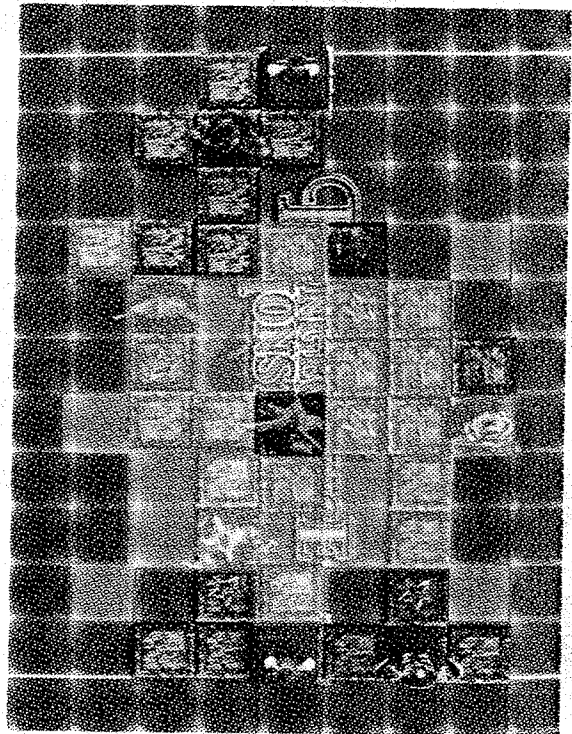
For every 2 Attack Crests Knight of Twin Swords spends, this Special Ability allows him to attack 2 times (4 attacks with 4 Attack Crests,

6 attacks with 6 Attack Crests, etc.). He **must** spend an even number of Attack Crests (i.e., he cannot attack 3 times by spending 3 Attack Crests).

**Note:** you may only use this Special Ability to attack one monster per turn.

3. **"Within Three Squares": Affect All Within Area**

When Magician Dragon performs his Special Ability he destroys all monsters (including your own) within three squares of his location. You have to be careful – this action also works **diagonally**, not just forward, backward left and right.



Spaces Within Three Squares

4. **Shelled Ground: Destroy the Field**

Using this ability allows a player to place a **Shelled Ground Counter** on an empty space on the Field. Use Damage Markers to represent Shelled Ground Counters.

Players cannot place a Dungeon Piece on a Shelled Ground Counter.

Players can **NEVER** place a Shelled Ground counter on **ANY** side of a Monster Lord.

	X	
X	ML	X

You can't place a Shelled Ground counter on any of these 3 squares

## B. When to Play Special Abilities

Special Abilities can be performed at different times, depending on the type of crests you spend:

Progress and Magic Crest Abilities can only be used during your turn. Attack and Defense Crest Abilities can be used during a battle. Trap Crest Abilities can be used during either players' turn.

**Note:** If you use Attack Crests to boost a monster's Attack Power with a Special Ability, the additional power disappears at the end of the battle. In general, all abilities except those powered by Magic Crests disappear at the end of the turn.

## C. The Chain Reaction

Because Trap Actions can be played by either player at any time during the game, it is possible for multiple Trap and Magic Actions to be played against each other on the same turn. When this happens, a Chain Reaction occurs. Resolve a Chain Reaction in reverse, beginning with the most recently-played Trap/Magic Action and proceeding, in order, to the first one played. Some Trap/Magic Actions may cancel those that come before them.

# VI. SPECIAL ABILITIES WITHOUT CRESTS

Some monsters have Special Abilities that remain active all the time without the use of crests. If a monster has one of these abilities, the ability will be listed on the lower left of the Monster Card:

## A. Flying

Monsters with Flying can only be attacked by other Flying monsters, by those with a Special Ability that allows them to attack Flying monsters, or by Monster Lords. A Flying monster must spend 2 Progress Crests to move one square.

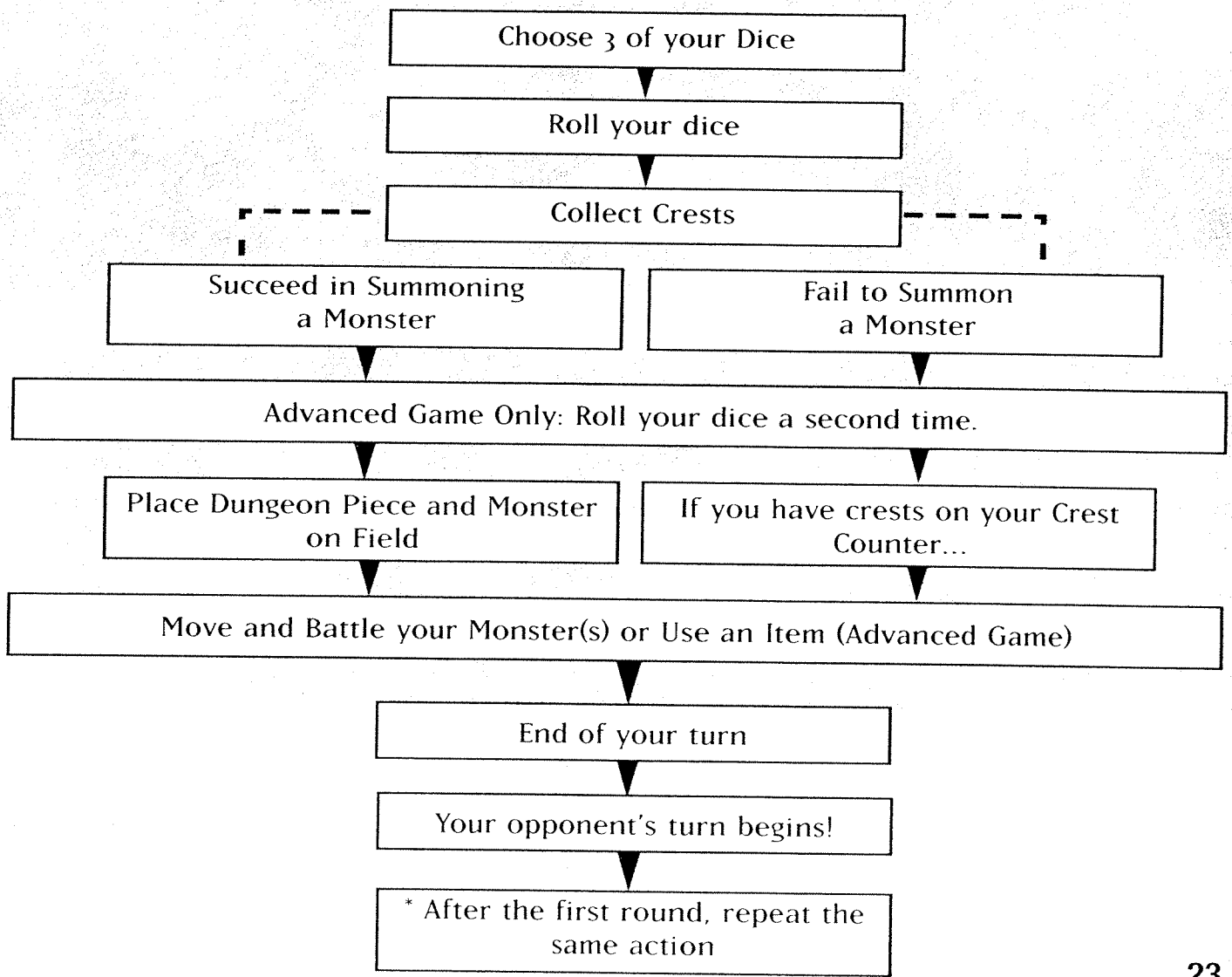
A Flying monster cannot pass through an opposing monster, nor can it share a space with another monster. When it passes through an item (Advanced Game), it will suffer the item's effect just as any other monster would.

## B. Tunnel

If "Tunnel" appears on the lower left side of a Monster Card, that monster can pass through other monsters (both yours and your opponent's). You need to spend 1 Progress Crest to move 1 square. Monsters with the Tunnel ability can also pass through items without suffering their effects. The Tunnel ability does not allow a monster to share a space with another monster.

### QUICK REFERENCE CHART

The following Quick Reference Chart outlines the sequence of play:





## VII. THE ADVANCED GAME

Once you and your opponent begin to collect additional Monster and Item Figures in Booster Packs, you will be ready to play the Advanced Game. This game is identical to the Basic Game except for the following points:

### A. Number of Monster/Item Figures in Play

Each player **must** have 10 Monster/Item Figures (not including their Monster Lord Figure) and the 10 cards that match those figures to play an Advanced Game. You may **never** play with any more or less.

Each player may use only one of each type of monster they have – no duplicates.

**IMPORTANT:** Write your name in the white, rectangular box on the base of each of your figures. This way, you won't mix them up with your opponent's pieces while playing.

### B. The Field

Because you are playing with more monsters, you need a bigger Field. Place your Monster Lords in the blue Domains **outside** the smaller border used for the Basic Game and play across the entire Field – the largest border becomes the new Field boundary.

### C. The Dice

The Advanced Game introduces two new rules that affect the way you roll the dice, speed up the game and add new layers of strategy: the **DOUBLE DICE RULE** and **TRIPLE SUMMONING**.

### 1. Double Dice Rule

At the beginning of your turn, you roll all three of your dice twice (you cannot choose new dice for your second roll). You can only summon **one** monster, even if your dice show Summon Crests on both rolls. However, if the dice show crests other than Summon Crests, you can add all of those crests from **both** of your rolls to your Crest Counter. You get to collect crests twice!

### 2. Triple Summoning

If you manage to roll three Summon Crests of the same Level at the same time, you have performed a **Triple Summoning** and may choose to summon a monster one Level **higher** than the Level of the dice you rolled.

## D. Items

If you have chosen to use any Item Cards, place those cards to the left – **face down** – and set the appropriate Item Figure on top of its card. **Note:** always keep Item Cards face down until they are activated to hide their identities from your opponent.

You summon items the same way you summon a monster – you must roll at least 2 Summon Crests of the same Level as your item.

After placing your Dungeon Piece on the Field and positioning your item in the dungeon, you can't move the item again unless a Special Ability causes it to be moved.

When a monster passes over an item, the item activates. Turn the corresponding Item Card face up to reveal the item's effect. Items affect both your monsters as well as your opponent's monsters.

If the Item Card says that the item is destroyed after taking effect, remove the item from the Field.

## E. Winning the Advanced Game

As in the Basic Game, the first player to defeat the opposing Monster Lord by successfully attacking him three times wins.

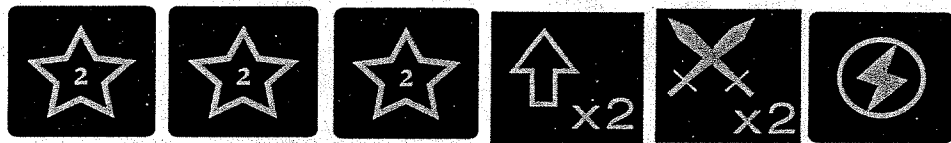
### LIST OF CREST MARKS ON DICE BY LEVEL

Crest marks are grouped on each die by level as follows:

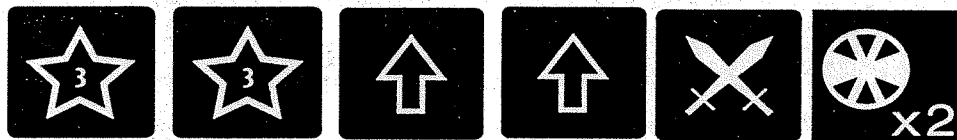
#### Level 1



#### Level 2



#### Level 3



#### Level 4

