

# FINAL FANTASY MOOGLE BUNYMALEM BOARDGAME

ファイナルファンタジー モーグリ6兄弟のモブハント ボードゲーム



## Overview

Each player takes on the role of one of the six Moogles. Each Moogles has a unique set of Battle Cards. The aim is to be the best in the mob hunt, defeating monsters in various regions.

Monsters are placed between each player and in the centre of the play area. Players take turns preparing to defeat them by playing Battle Cards. However, each monster has different characteristics, so sometimes a little more strategy is required than simply playing the strongest card. Players can also play cards face down to hide the strength and abilities of the cards they have played. Use strategies that serve you best against each monster and bluff with face down cards to gain more victory points.

## Components

### • Game Card

- 6 Moogle Siblings Cards
- 60 Battle Cards (10 for each Moogle)
- 6 Hero Cards
- 2 Yiazmat Tiles
- 10 Monster Cards

### • Tokens

- 16 1VP Tokens
- 6 3VP Tokens
- 6 Fatigue Tokens
- 3 Gil Tokens

- 1 Player Start Marker
- 1 Rulebook

## Six Moogle Siblings Cards

These cards show which Moogle you are playing with. Each Moogle has their own special abilities and set of cards.

- 1 Name**.....The name of the card.
- 2 Special Abilities**...Special abilities possessed by that Moogle.
- 3 Summary**...The Battle Card specific to that Moogle is on the front and a breakdown of all the Battle Cards for each Moogle is on the back.



## Battle Cards

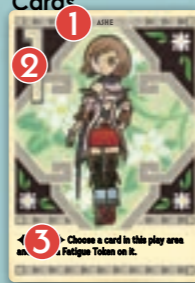
These cards represent the special skills and actions of each Moogle and the companions who fight with them (some cards are the same for all Moggles). By using these cards, you increase your strength against each monster.



- 1 Name**.....The name of the card.
- 2 Affiliation**.....Indicates which Moogle card is used by a colour or flower.
- 3 Power**.....The strength of the card is indicated by a number.
- 4 Special Abilities**...Special abilities possessed by that card.

## Hero Cards

These cards show characters from the Final Fantasy world who help Moogle siblings. One is given to each player at the start of the game, significantly altering their card set. Hero Cards are used on each turn in the same way as Battle Cards.



- 1 Name**.....The name of the card.
- 2 Power**.....The strength of the card is indicated by a number.
- 3 Special Abilities**...Special abilities possessed by that card.

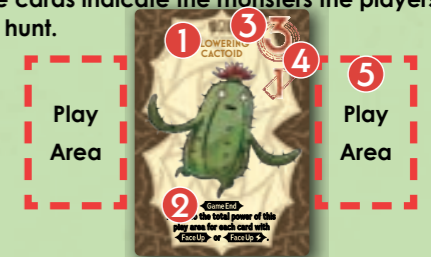
## Yiazmat Tile

This is a tile of the mighty dragon Yiazmat, the arch enemy of the eldest Moogle sibling, Montblanc. It is placed in the middle of the field and is fought by all players.



## Monster Card

These cards indicate the monsters the players must hunt.



- 1 Name**..... The name of the card/tile.
- 2 Special Abilities**..... The monster's special effect. It can affect the card's power and the way the card is played.
- 3 Number of Placements**... The number of cards each player can place on this monster.
- 4 VP (Victory Point)**..... These are the VPs that can be earned from that monster.
- 5 Play Area**..... This is the space where each player places their Battle Cards.

## VP Token

These tokens are placed on Battle Cards through various effects. Battle Cards with these tokens placed on them are treated as 'fatigued' and their power is reduced to 0.



## Fatigue Token

These tokens are placed on Battle Cards through various effects. Battle Cards with these tokens placed on them are treated as 'fatigued' and their power is reduced to 0.



## Gil Token

Token representing money, used by Moogle named Sorbet.



## Player Start Marker

Marker indicating the first player to play a card, also treated as 1VP.



## ☆ Set Up (Normal game for 3-4 player)

- 1 Players sit in a circle (the space between the players, where the game is played, is called the 'field').
- 2 1 of the two Yiazmat tiles is placed in the middle of the field, with whichever side face up – this can be chosen at random.
- 3 Shuffle 10 monster cards and place them face down as a deck. This is called the 'monster deck'. From there, 1 card is placed between each player and revealed.
- 4 Place the VP tokens and fatigue tokens together where everyone can reach them.
- 5 At random, determine the start player who will play the first card. That player places the Player Start Marker in front of them.
- 6 Shuffle the six Hero Cards face down and deal one to each player. This is your hand.
- 7 Each player randomly chooses one of the six Moogle Siblings Cards and receives the set of Battle Cards that correspond to that card (the Sorbet player also receives three Gil Tokens).
- 8 Each player shuffles their Battle Cards and places them face down, making it their deck. From there, 3 cards are drawn and together with the Hero Card make up the first hand (making a hand of 4 cards).
- 9 Put the remaining cards aside. Some card abilities will use the remaining Hero Cards or monster decks later.



The game is now ready to play.

### Changes in set up for two-player games

If the game is played with two players, make the following adjustments:

- Players sit facing each other.
- Place 1 of the two Yiazmat tiles and 3 of the ten Monster Cards between each other.



### Optional rules for advanced players

In step 7 of choosing the Moogle, at random, choose a Moogle card for each number of players, plus one, and place them face down. Then, the starting player chooses which Moogle they want to use, without showing the other players, and passes the remaining cards to the next player for them to choose. This continues in a clockwise direction until the final player has two cards to choose from. The final remaining card is not used and is returned to the box.

## Flow of the Game

The game is played in turns and rounds.

The player with the Player Start Marker takes the first turn. On each turn, the player places a card from their hand into the play area, either on the central Yiazmat tile or on the monster card between them and the player next to them. Their turn ends when they have carried out their effect.

The round ends when each player has taken a turn, going round the group in a clockwise direction. The game ends after six rounds (when each player has placed six cards). At the end of the game, VPs are earned from each monster according to the total power of the played cards. The player with the most VPs wins the game.

## Moves

Players take turns using the following steps:

### 1. Playing a Card

Choose a card from your hand and put it on **1 of the three play areas**: the central Yiazmat tile, the Monster Cards between you and the player on your left, or the Monster Cards between you and the players on your right. You cannot put it on any other Monster Card than those. Then the following rules apply:

- Place cards in the play area closest to you so that they do not get mixed up with cards in other players' play areas.
- Cards may be played face up or face down to hide their contents. However, **you can only place a card face down if there are no face down cards of your own already in that play area**. Face down cards are not revealed until the end of the game.

### Restrictions on cards being played face down in two-player games.

In a two-player game, you can only play a card face down if you have 1 or no face down cards of your own in the whole field.

If the Yiazmat tile's special ability 'When playing cards in this play area, all cards are played face down.' is activated, all cards are played face down in that play area only, regardless of the number of face down cards already in play.



• Each monster has a limit on the number of cards that can be played against it (up to 2 basic cards/3 cards for Yiazmat and Antlion). Unless there is a special effect, no more cards can be played in that play area.




### Examples of play

Player A's turn: the only play areas available to A are the monster play area to their left, the monster play area to their right and the Yiazmat play area in the centre, where everyone can play. No cards can be placed in the other play areas.

In the centre play area, A has already placed cards face down. Also, in the play area on the right, cards cannot be placed face down due to the monster's special ability. Therefore, A can choose to place the cards face down if they play them in the play area on the left on this turn, but face up if they play them in the centre or on the right.

## Special Abilities of Battle Cards


Some battle cards have special abilities. To activate them properly, you may need a specific way of playing them. The way each special ability is applied is as follows.

**Face Up**  **Face Up** : Whenever a card with this ability is played, it must be placed face up. The ability on the card is then immediately activated. Some cards are only marked 'face up'. They can subsequently activate the ability at the appropriate time. If a card with 'face up' is accidentally played face down, it will not be face up at the end of the game.

**Game End** : This ability is activated at the end of the game, when the card is revealed, regardless of whether the card is face up or face down.



## 2. Activating special abilities

If a card with  is played face up, the ability is immediately activated.

### Fatigue Token

Some abilities place Fatigue Tokens on cards. Cards with Fatigue Tokens placed on them have a power of 0. However, the card remains on the play area and its special abilities, if any, remain in force.

### 'Power will not increase or decrease' Effect.

This effect changes the card's power to the specified value, making it then immune to other power increasing or decreasing effects, with the exception of fatigue tokens.

### The abilities of the Six Moogle Siblings Cards

Depending on the Moogle a player is playing with, the Six Moogle Siblings Cards themselves may have abilities. Those abilities are free to use at any time during a player's turn, either before or after they play the card.



## 3. Draw

After playing a card and dealing with an ability (if any), at the end of a player's turn, they draw a card from their deck to replenish their hand.

This is the end of a player's turn. The next player takes their turn in clockwise order.

## End of Game

The game ends when all players have had six turns each and six rounds have been played (when six cards have been placed on the table).

All cards placed face down in each play area are turned face up and their power totals are compared, taking into account the 'end of game' ability. The player with the highest total is the winner and gets 3 VP for 1st place as indicated on the Monster Card (the player with the lower total gets 1 VP for 2nd place). Remember: **cards with Fatigue Tokens placed on them have their power reduced to 0.** Also, VP cannot be gained from playing areas where no cards are placed.

The central Yiazmat tile, where all players can place their cards, is particularly important, with 4 VP for 1st place, 2 VP for 2nd place and 1 VP for 3rd place.

Each player receives VP tokens for the VP earned.

In case of a tie, VP is gained by splitting the points. In a two-way tie, add the points together and divide by two. In a three-way tie, add the points together and divide by three. Always round down to the nearest whole number. Some cards have the ability to gain VP 'on victory', but **this is only activated if a player is in 1st place alone.**

There is no specific order to go in when counting the power of each monster to determine the winner.

If there is more than one player with the most VP, the player closest to the starting player wins.



**B**

## Examples of game endings

Player A sums up the power of the cards placed in the left monster's play area and compares with player B.

A placed Bangaa '6' and Horn '5'. If a Fatigue Token is placed on this card, add 10 to the total power of this play area. And B placed Sheikh '7' and Montblanc '8'.

The special ability of the monster Diabolos here is '**Game End** place a Fatigue Token on a card with a special ability.' This effect placed a Fatigue Token on A's '5', which added 10 to A's total power in this play area.

This results in A: 16 vs B: 15, with A winning with 3 VP and B coming 2nd with 1 VP.

**Game End**  
Place a Fatigue Token on cards with special ability.

**Game End** If a Fatigue Token is placed on this card, add 10 to the total power of this playing area.

**A**

## Rules clarifications

### Original Power

When an ability refers to 'original power', it refers to the number listed on the card. Even if it has been modified to increase or decrease, or changed to a specific value, the stated value is referred to regardless of these modifications.

### Moving Cards

This ability may move already placed cards between play areas. In this case, the status of the cards and the tokens placed on them do not change. Also, the placement restrictions (number of cards, presence of face down cards) of the destination must be followed. If there are already face down cards in this play area, other face down cards from other play areas cannot be moved there.

## Checking the card

The ability may allow you to check cards that are placed face down. You may not reveal any information you learn in this way to other players.

## Special effects forcing a reversed card play

One special ability of one of the Yiazmat tiles requires all cards to be played face down. In this case, the rule 'You cannot play a card face down in a playing area where your face down cards are already present' is ignored. On the other hand, if a card that must be played face up is played in this playing area, it is played face down and cannot be turned face up at the end of the game (the special ability cannot be used and is treated as having a power of 0).

## Effects of drawing cards

Some cards have a 'draw card' effect on them. If you play one of these cards, you immediately draw the specified number of cards from your deck. This effect has nothing to do with normal draws. After carrying out the card's effect, the number of cards in your hand is increased.

## When you play cards with **FaceUp** face down

If a card with **FaceUp** is accidentally played face down, it cannot be turned face up at the end of the game (it cannot use its special ability and is treated as having a power of 0).

## Sorbet's card ability: If no Fatigue Tokens are placed on this card, this card's power is equal to one card of your maximum power in this play area.

If the target card has a Fatigue Token placed on it and its power is 0, the Moogle card's power is reduced to 0. It also becomes 0 if a card with 'face up' is accidentally placed face down. So players cannot target face up cards that have accidentally been played face down.


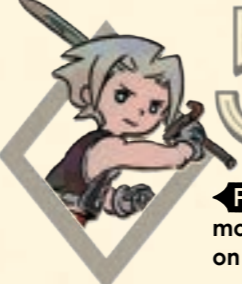




## Nono's Card Ability: **Game End** Disable the special ability of the Monster Card in the play area where this card is placed.

If placed in the Vorpal Bunny's play area, the Vorpal Bunny's ability 'nullifies all **Game End** special abilities of cards placed in this play area.' is in effect, so the ability of this Nono card is not activated.

## Credits

Game Design Seiji Kanai Illustration Ryoma Ito Development Hobby Japan

## Hero Card Summary

 <p><b>1 ASHE</b></p> <p><b>FaceUp</b> Choose a card in this play area and place a Fatigue Token on it.</p>	 <p><b>5 VAAN</b></p> <p><b>FaceUp</b> This card may be moved to another play area on your turn.</p>
 <p><b>1 FRAN</b></p> <p><b>FaceUp</b> Gain 1 VP.</p>	 <p><b>5 BALTHIER</b></p> <p><b>FaceUp</b> The card is not limited by the number of placements when played or moved.</p>
 <p><b>5 PENELO</b></p> <p><b>GameEnd</b> Remove all Fatigue Tokens from your cards in this play area. No new Fatigue Tokens are placed from now on.</p>	 <p><b>7 BASCH</b></p>