



THE BOARD GAME

Homebrew Rules

The following rules are optional mechanics and changes to make the game "Digimon" a more enjoyable experience!

New Mechanics

Digi-missions

If you land on a Digimon space, but already have a Digimon of that level, you can choose to "assign" your Digimon partner to that space. You do this by placing the highest level pog of your Digimon onto that space. While they are on that space, if an opponent lands on it they must either:

Battle your Digimon OR Ignore the Space

If the opponent chooses to battle your assigned Digimon, the battle is done with 1 Digimon pog and 1 die roll. Crests cannot be spent in this battle, but 1 card can be used.

- If you win, your opponent ignores the space and must pay you \$1/point difference during battle.
- If you lose, your opponent activates the space, and your Digimon partner is returned to your sheet.

In addition, when you gain access to your own (former) Black Gear Digimon, you can choose to assign them instead of your Digimon partner. These Digimon can be assigned to ANY space you land on that is not occupied by another player or Digimon, if you forgo taking the benefit when landing on it.

You can only ever have 1 Digimon assigned to a space at a time, and at the end of your turn you can choose to return any assigned Digimon to your sheet. You cannot battle a boss Digimon while you have a Digimon assigned to a space.

Crest Memory Game

If you land on a Crest space that is occupied by at least one other player, instead of drawing a Crest you must face-off in a Crest Memory Game!

Instead of taking a random Crest from the supply, starting with the player whose turn it is, players flip over 2 Crests in the supply. If both Crests are of the same type, the player can add one of them to their sheet. This is done until a total of 2 crests are taken from the supply.

*If you gain a weaker Crest of a type you already have from this game, you can choose to discard it back into the supply in exchange for \$1/Crest Level.

The Digi-Market

If you land on a Money space that is occupied by at least one other player, you may offer to give the money to the other players. If at least one player accepts, they receive the money and you can choose to either:

- Draw a card or
- Draw a random Crest

*If multiple players accept the money, it is split evenly between them (rounding up)

Digimon Trivia

If you land on a Card space that is occupied by at least one other player, instead of drawing a card, one of the other players on that space (closest to your left) asks you a Digimon trivia question of their choice (several have been provided at the end of this rulebook). If you answer correctly, you can look through the deck and add any 1 card to your hand! Then shuffle the deck.

The Power of the Crests

Each of the 7 crests are imbued with a special power that can help the Digidestined in their journey. You have access to these powers if you:

- are the Digidestined assigned to that Crest (ex. Sora and the Crest of Love)
- currently have the level 6 version of that Crest on your sheet (if it will be spent in battle, the power is lost directly after the battle)

The Crest powers are:



Crest of Courage

All Digimon pogs are worth a bonus +1 in battle. Applicable only in boss battles.

Crest of Friendship

Instead of rolling for movement, you may move to the nearest Digimon space.



Crest of Love

After rolling for movement, you may add a +1 to the roll if you have at least 1 card in your hand.

Crest of Knowledge

When battling a boss (excluding the Dark Masters), you may look through the stack and choose exactly which to face.



Crest of Sincerity

When you land on a Crest space that is unoccupied, you can choose to instead replace one of your crests with one of the same type but of 1 more point in value.

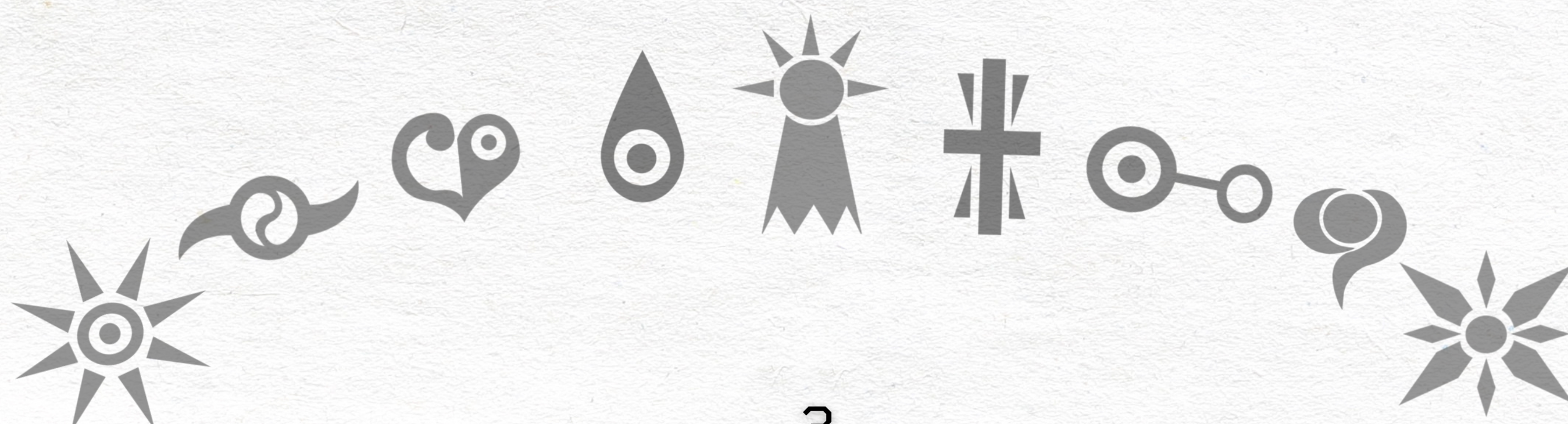
Crest of Reliability

Whenever you draw a card, you may spend \$1 to draw an additional card.



Crest of Hope

Before rolling for movement, you can choose to take two actions this turn. You lose your next turn.



Co-op Story Mode

The DigiDestined

In this alternate playstyle of the game, the Digidestined must work together to defeat the Dark Masters! Players work cooperatively to win the game together. Gameplay remains the same excluding the following changes:

Digi-Missions

If playing with this optional rule, when assigning a Digimon to a space, it no longer blocks the space for other players. If you or another player lands on a space with a Digimon assigned to it, they get a bonus:

- If a Digimon space, the player draws the strongest Digimon possible from the stack
- If it is a Crest or Card space, they may draw 2 Crests/Cards and keep 1
- If it is a Money space, they draw an extra \$1

Once this bonus is gained, the Digimon returns to the player's sheet.

The Dark Masters

After a single player defeats one of the Dark Masters, Kari is saved but the game is not over. Now, all players AND Kari must defeat the remaining 3 Dark Masters together.

Once a Dark Master is defeated, a final battle with the remaining 3 occurs immediately regardless of where other players are on the board.

The 3 remaining Dark Masters combine their attack and add 3 dice rolls into one score. This is then divided by 3.

The Digidestined combine their Digimon, Crests (including the ones spent on the 1st Dark Master), any applicable Cards, a bonus from Kari and 2 dice rolls into one score. The bonus Kari provides is:

- In games with 4-6 players, Kari adds a +30 to the score
- In games with 3 players, Kari adds a +20 to the score
- In games with 2 players, Kari adds a +10 to the score

This is then divided by the number of players. If the Digidestined have the higher score then the remaining Dark Masters are defeated and the Digital World is saved for good! At least until the next villain arrives...

Digimon Trivia Questions

Below is a list of suggested questions to use with the optional "Digimon Trivia" rule. Feel free to use your own Digimon Trivia though! As long as all players approve of the source.

Out of all the Digimon in the Digidestined group, who is the last to digivolve to the Champion level?

Answer: Patamon

In 'Wizardmon's Gift', whose idea was it to transfer all of the power to Angewomon in order to defeat Myotismon?

Answer: Garudamon

Who was the last person out of the original seven Digidestined to obtain their crest?

Answer: Sora

Who was Gatomon's best non-human friend?

Answer: Wizardmon

Where is Infinity Mountain located?

Answer: File Island

Who was the last Digidestined to join in the fight against Piedmon?

Answer: Mimi

These Digimon were once infatuated with Mimi, but later on came to call Kari their queen. Who are they?

Answer: Numemon

Which of these Digidestined is the youngest?

Answer: T.K.

What musical instrument is Matt often seen playing?

Answer: Harmonica

How did Patamon earn Elecmon's respect in Primary Village?

Answer: Tug-o-war

Who does Mimi wake up by singing a song?

Answer: ShogunGekomon

Who convinced Matt that Tai was his rival?

Answer: Cherrymon

Which mega form does does Leomon digivolve to in the anime?

Answer: Saberleomon

Which Digimon pulled Etemon's transport?

Answer: Monochromon

What is Tai's full first name?

Answer: Taichi

Who does the Crest of Knowledge belong to?

Answer: Izzy

What is the name of Mimi's Digimon partner?

Answer: Palmon

Which Digidestined wears goggles?

Answer: Tai

Which Digidestined has blue hair?

Answer: Joe