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## [Chocobo's Dungeon 2 Secrets and Easter Eggs \(PSX\)](#)

*Meet the programmers and check out the bonus sequence*

**Chocobo's** Dungeon 2 is the 1998 PlayStation sequel to 1997's Chocobo no Fushigina Dungeon. Unlike its predecessor, Chocobo's Dungeon 2 was released in North America in late 1999. This localization was simply titled Chocobo's Dungeon 2. In Chocobo's Dungeon 2, the player controls a chocobo named Chocobo. The game is part of the Fushigi no Dungeon series. In this game, the mazes for the dungeons are randomly-generated, though certain portions have specific patterns, such as the mazes and rooms in Cid's tower. This means that each time the player enters the same dungeon, the path through the maze will be different, although the same items and monsters will be encountered. In the beginning of the game, **Chocobo** can only carry a few items. If he dies in the dungeon, the player loses all accumulated items and must start over. As the game progresses, the player will be able to rent storage space in town and send extra items there. Items in storage are not lost if the character dies. Chocobo can be equipped with various saddles for armor, and strap-on claws for weapons. There are also special furnaces where the player can forge unique weapons and Recycle Boxes where the player can combine items to get a new, randomly produced item. There are also feathers which provide various special abilities. Items can also be bought and sold in town. **Easter Eggs***Meet the programmers.* Beat the game and go to the second floor of Antie Bombs house. The monsters you see there are actually the programmers of the game! Note: If you don't find any monster when you go up there, go into the dungeon and back a few times. **Secrets***Bonus Sequence* Beat the game wait for the Credits to end. The bonus section should start. Finish this bonus section, and there will be another ending. Some gameplay footage from a pretty funny title: