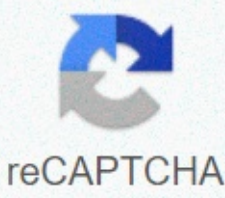




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Boss monster item rules

The Edit category page on the back of item card items is a new type of card introduced in the mini expansion tools of Hero Kind. Every turn, before Heroes is revealed, items are revealed. Items attached to Heroes of a suitable type of treasure. The attached item is placed under The Hero so that the Item icon and Hero capabilities are visible. During the Adventure Phase, Items give Hero abilities that make him more of a threat. But if a boss defeats a hero, that boss can claim the Item. Then the Item Boss's ability can provide a one-time benefit comparable to a Spell. Card items are intended for players who are familiar with the core mechanics of the game. They customize the gameplay in the following ways: Heroes are now more of a threat, making it more likely for the game to end up in Injury Boss Ability giving players access to abilities like Spells without the need to invest in Mage Rooms Many of these Boss abilities include offensive effects that target other players' dungeons and promote more cards Items playing cross-table are not recommended for first-time players or beginners. Expansion Tools of Hero Kind includes the following two-sided rule cards for Item Cards: Extra Life Holy Hand Grenade Goblin Suit Oversized Sword Staff of Healing All items (20) Community content is available under CC-BY-SA unless otherwise stated. 2 Player Settings. Click to enlarge. Monster Boss is a 2-6 player game. To play the game, you need an original Base Set or one of the stand-alone expansions (either Boss Monster 2 or Rise of the Minibosses). If playing a 5-6 player game, Crash Landing expansion is also required. There are 5 decks needed to play the game: Boss Cards, Room Cards, Spell Cards, Hero Cards, and Epic Hero Cards. The game can also be played with Item Deck; however, this is not included with the Basic Set and is not required. The goal of Monster Boss is to build Dungeons

that will lure heroes who can be killed to collect their souls. A player wins when they have collected 10 Souls; players may lose the game if their Boss Monster Gameplay Video Tutorial by Brotherwise Games gets 5 Cuts. If two or more players get 10 Souls or the last remaining player gets 5 Wounds at the same turn, then you take the total number of lives and reduce the number of injuries and the number of biggest wins. If still a draw, the Boss with the lowest XP wins. If a player has 5 or more injuries in the final phase of the turn they lose regardless of the number of lives. The number of Hero cards to use is based on how many players there are. The player icon located at the bottom of the Hero card shows the minimum number of players who must play to use For example, a Hero card with 3 player marks at the bottom must be used when playing with 2 or 3 players. However, a person can only be randomly random recommended number of cards for each number of players. 2 Players: 13 Ordinary Heroes, 8 Epic Heroes 3 Players: 17 Ordinary Heroes, 12 Epic Heroes 4 Players: 25 Regular Heroes, 16 Epic Heroes *5-6 Players: 32 Ordinary Heroes (25 from BM1 or BM2 and 7 from Crash Landing), 21/22 Epic Heroes (16 from BM1 or 17 from BM2 and 5 from Crash Landing) This random selection system becomes necessary when playing with Promo Cards or any Expansion to prevent there being too many Ordinary Heroes slowing down the game. The Pre-game phase[edit | source edit] The game starts with each player randomly selecting the Boss card. Once everyone has a Boss, each player places their Boss at the far right where their Dungeon will be located. The Boss deck is no longer required after this. Each player draws 5 Room cards and 2 Spell cards; then, throw away 2 cards they don't want. It doesn't matter if the second card is a room card, either a spell card, or each card. After everyone throws each one up put one Room to the left of the Boss card to start their Dungeon. The Room Card is placed face down and flipped at once after everyone has placed the Room card. If there is a Space that has an influential Build Effect, otherwise the pre-game will end. Note: In a stand-alone expansion, it is no longer recommended to throw 2 cards at the beginning of the game. Note: If two or more Room, Spelling, Level Up, or Player items effects are both played in the same phase; The Boss player has the highest XP going first. If there are currently active players, their effect takes priority over other players regardless of XP. Start Turn[edit | edit source] One Hero card from the Hero deck is flipped for each player (so if there are 3 3 Hero players turned around) and inserted into the Town; if the Hero deck runs out of Hero, epic hero deck is used. Next, each player draws a Room card from the Room Deck. Note: During this phase no cards can be played and no effects can occur. Note: The sequence that Heroes enter the City doesn't matter as they will enter dungeons in the Adventure Phase as they enter the City at the Beginning of the Turn. First at first. Build Phase[edit | edit source] Each player can build one Room in their Basement either to the left of most Rooms or above the existing Room. Dungeon cannot have more than 5 Rooms in the game (excluding Boss cards). If the player has 5 Rooms and wants to build a Room, it must be on top of the existing Room. Normal Monster and Trap Rooms can be built on top of other Room cards. Advanced Room Cards can only be built on a Normal Room card that shares the Treasure Type. The room that the player will build times placed face down in the player's desired location. Players with the highest XP Boss start first, followed by the next highest XP and so on. During the the player who places the room face down is considered an active player in such a way that any spell played by the active player will always be completed first. Once all players have taken their chance to place one room card face down, the player will then open the card they have placed simultaneously. This room card is then considered 'built' after it is flipped. Once the Room is flipped, finish it when you build this room, the effects/abilities are in order based on the BOSS XP monster player. In addition, if the Dungeon reaches a maximum of 5 rooms because the room behind the Level Up Boss ability is valid before the phase ends. Level Up abilities should be used as dungeons reach 5 rooms. The ability cannot be saved for later and only happens the first time dungeon reaches 5 rooms. If a player decides not to use, or forgets to use their Level Up abilities when activating them they lose it for good. Notes - Spells that can be played in the Build phase cannot be played after the room is revealed. Effects also cannot be played with the exception of the 'build this room' and 'level up' effects. Feed Phase[edit | source edit] All players compare how many of each of the four Types of Treasure they have. The Heroes in the City will go to the left of the player's leftmost room with the most equal treasures as the Hero. If there is a bond to treasure any Hero with this type of treasure stay in the City. Adventure Phase[edit | edit source] As in Build Phase, players take turns being active players based on XP; bosses with the highest XP go first and bosses with the lowest go last. Each Hero passes dungeons in order that they appear to the City one by one. Heroes start in the far left room and work properly taking each damage from their cell phone for each Room. It is important for Heroes to go through each Room so that some Rooms have special effects that can send the Hero back or cause an effect if the Hero dies in a particular Room. If a Hero is going through the Boss's Dungeon that the Boss becomes an Active Player. This means that Any Spell, Room Effect, or Item used by the Active Player is always performed by another player if the order is important. If a Hero is killed in the Dungeon before reaching the Boss Chamber that Hero becomes a Soul and is placed face down next to a pile of Wounds (so two long cards are right of the Boss card). However, if a Hero enters the Boss's Room it counts as a Wound against the boss and is placed facing the right of the Boss card. note: Spell cards marked with axes can be played during this phase. End-of-Turn Phase[edit | edit source] The disabled space will be reactivated, any effect ending when the turn ends now. If a Hero is sent back to the City or for some reason goes partly through the Dungeon without completing all HP is restored at this time. No Spells, Items, or Effects can be used during this phase. At this point, if there are players who have 10 Souls go to the Final Phase of the Game. If there are players who have 5 injuries leaving 1 or 0 players without 5 injuries also go into the Final Phase of the Game. Otherwise, go back to the Beginning of the Turn Phase. If a player has 5 Injuries but there are at least 2 players left, the game goes to the Beginning of the Turn Phase however, the players with 5 Wounds are out of the game. End Of Game Phase[edit | edit source] If only one player has 10 Souls or only one player is left without 5 Injuries the player is declared the winner and the game is over. If multiple players get 10 Souls at the same turn or all the remaining players have 5 Wound wins go to the Boss with the lowest XP. The lowest XP rule does not include players who do not get 10 Souls or who die in a turn before the Final Phase of the last Turn. Optional Rules[edit | edit source] When the Boss reaches the 5 Room limit and Level Up the player can place a kind of token (i.e. coins, markers, etc.) in the upper left corner of the Boss card to indicate the Boss has leveled up because the Boss Level Up can only be used once per match. This allows others to easily track which players have used their abilities. Kickstarter of Boss Monster includes gold Token coins for this purpose. Replacing the boss with the foil version of the boss card can also be used for the same purpose. However, not all copies of the Base Set include this so they are not official rules. Item Card[edit | source edit] Hero Kind mini expansion tool releases Card Type, Item Card. Only one Item card is active at any time. Once a Hero with the appropriate Treasure Type comes to town that the Hero picks up the item, this Item gives the Hero a kind of Power-Up while in the Dungeon, such as the ability to pass through Each Monster Room. If a Hero with Items is defeated and turns into a Soul that the Boss gets the Item card. This gift card can be used by the Player such as the Spell card used. Rise of the Minibosses additional rules[edit | edit source] Two new mechanics appear with Rise of the Minibosses: Minibosses and Coins. Please note that (c) is used here to indicate the coin symbol. Minibosses[edit | edit source] When Minibosses are included in the Room deck, they are not rooms. In contrast, Minibosses enhance the Rooms where they are built and can gain more upgrades through promotional mechanics. During the build phase, you can build Miniboss instead of rooms. Place it face down above the Room you want to modify. If the Room with Miniboss is destroyed, discard the Miniboss. When you reveal Miniboss, you have to pay one (c) or be thrown out of play, minibu under the Room so that only Level One power is displayed. Your room now has the text of that ability. New Mechanic:Coins[edit | edit edit Coins are new mechanics added in Boss Monster: Rise of the Minibosses. They represent the currency the Boss uses to pay their minions and buy new traps. Coins are indicated by an icon (c). Each Boss starts the game with (c)(c)(c) in their Hoard (stacks of your coins, stored near your Boss). Coins are earned when certain Room capabilities are activated. Coins are paid to promoted Minibosses (see above) or to improve the capabilities of a particular Room. Note: Any Coins placed on the Room card will be lost if the Room is closed or destroyed. Pro Tip: Combine Set[edit | edit source] If you combine Rise of the Minibosses with other Monster Boss sets, we encourage you to use the following rules: After each turn, during their Build Phase, any player can throw away one room card to earn one Coin. Coins.

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