

THE FIELD GUIDE TO...



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GETTING STARTED

Objectives

Up to three brave Heroes must work together by using their unique skills to defeat the evil Boss trying to take over the realm of Galdor. Mix and match Heroes or utilize the Boss's special capabilities to come out on top!

How to Win

Heroes win by killing the Boss. If the Boss's health is 0 or below at the end of the countdown phase, Heroes win. The Boss wins by killing all heroes. If all Heroes' health is 0 or below at the end of the countdown phase, the Boss wins. If the boss's health remains above 0 after the countdown phase on the 9th round, the boss wins. If all Heroes and Boss are at 0 health at the end of the countdown phase, the game is a draw.

Game Modes

Boss Battle has many variant game modes depending on how many people are playing and the role each player would like to take on.

Competitive

Competitive mode is a player-versus-player setup that supports 3v1, 2v1, and 1v1 gameplay. If players want to play as Heroes against another player as the Boss, play competitive mode.

Cooperative & Solo

Cooperative mode is a player-versus-A.I. setup that supports 3v1, 2v1, and 1v1 gameplay. If players want to play as only the Heroes or only the Boss, play cooperative mode.

COMPONENTS



84 Hero Cards

28 WARRIOR CARDS

28 PRIESTESS CARDS

28 MAGE CARDS

Each Hero has:

- Ten (10) Level 0 cards
- Six (6) Level 1 cards
- Six (6) Level 2 cards
- Five (5) Level 3 cards
- One (1) Character card



61 Dragon Cards

- Thirty (30) Level 1 cards
- Twenty (20) Level 2 cards
- Ten (10) Level 3 cards
- One (1) Character card



63 DOUBLE-SIDED TOKENS

- 8 Boss Power tokens
- 22 Buff tokens
- 22 Debuff/Damage tokens
- 8 Shield HP tokens
- 6 Health tokens
- 2 Boss Turn tokens
- 4 Hero Turn tokens
- 2 Round tokens

Deluxe Edition

Card distribution is the same as core content.



28 THIEF CARDS



62 NECROMANCER CARDS

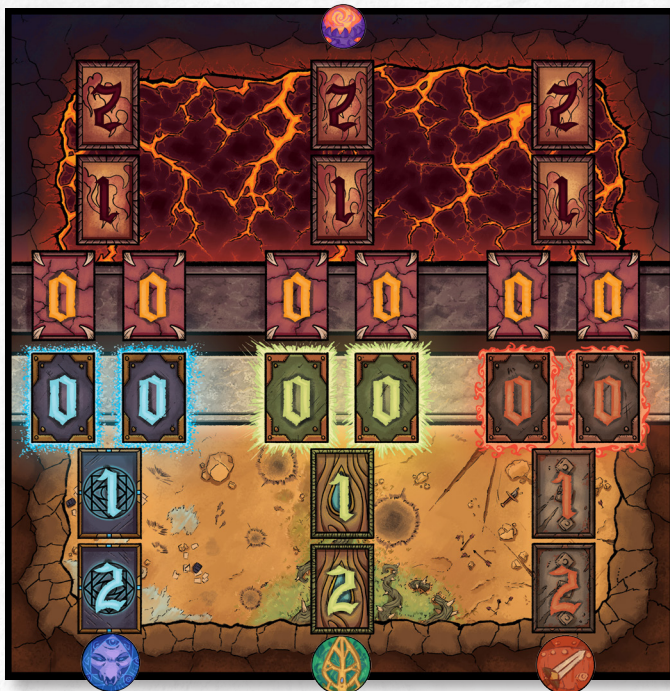
BOARD SETUP

Set up your board as represented by the image.

1



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4



3



- 1 The Field Guide to Boss Battle
- 2 Queue Board
- 3 Round Board
- 4 Health Board

3v1 Competitive Mode Setup

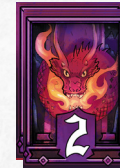
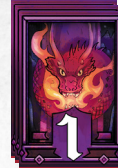
For other modes, check the Other Game Modes section

1. Place the Round Board and Health Board next to the Queue Board as shown in the image.
2. Place the Health token that matches the color of your Hero or Boss on your starting health as indicated by the large red heart on your character cards.
3. Place the Round tokens on Round 1 on the Round Counter.
4. Boss, place your starting Power tokens (pg 21) in the Power Pool as indicated by the draw icon on your Character Card in 3v1 Boss has +1 power.
5. Place the three Heroes' Turn tokens and one Boss turn tokens in front of respective character card for keeping track of turns later.

CARD SETUP

Boss

1. Choose a Boss.
- 2 All three Lanes are yours (pg 7). Place your Character board/card in front of you.
3. Separate your cards by card level (1, 2, and 3).
- 4 Shuffle your Level 1 cards into a deck and place it on your Draw pile closest to you.
- 5 Shuffle the Level 2 and 3 decks separately, and place them in front of you in numerical order, Level 3 deck being farthest from you.



2

4

5

Heroes

1. Choose a Hero.
- 2 Claim one of the three Lanes (pg 7), and place your Character card under it.
- 3 Separate your cards by card level (0, 1, 2, and 3) as illustrated (pg 12).
- 4 Shuffle your Level 1 cards and draw three cards at random.
- 5 Choose two out of those three cards, and put the remaining Level 1 cards in your character box. You will not be using them for the rest of the game.
- 6 Shuffle the two Level 1 cards you chose to keep into your Level 0 deck, and place this deck on your Draw pile in front of your Lane. This will be your starting deck.
7. Place the Level 2 and Level 3 decks back in the character box, making sure they do not get mixed up. These cards will be used as you level up throughout the game.



2



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SHUFFLE IN

3

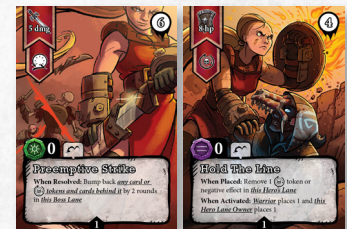


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DRAW 3

5



CHOOSE 2

GENERAL RULES

The rules in this chapter are for the Competitive game mode. For variant rules, refer to the table of contents, which will direct you to the different rules.

The Field Guide to Boss Battle is where you learn the core rules of the game and is a point of reference for any questions that you might have while playing. **If this is your first time playing Boss Battle, we recommend watching the “Learn to Spar” video guide (scan the QR code) or search Boss Battle Overview on YouTube.** This will get you into the game quickly. You won't master Boss Battle on your first playthrough, but you will sharpen your skills every time you play.



Visit BossBattleGames.net for more info



The Basics

- Each player places a single card on the Queue Board per Turn.
- Players may play cards in any Lane on their own side of the Queue Board.
- Players may only play cards in the Round Slot that matches the Round Number (pg 10) on their card.
- Heroes may look at each other's cards to strategize.
- Players must pay the cost (pg 10) of the card before placing a card.
- The card is king! Card conditions and effects take precedence over the rulebook.

How to Win

How Heroes Win

Heroes win by killing the Boss. If the Boss' health is 0 or below at the end of the countdown phase, Heroes win.

How Boss Wins

The Boss wins by weakening (pg 9) all heroes. If all Heroes' health is 0 or below at the end of the countdown phase, the Boss wins. If the boss's round token reaches 'Game Over' on Round board, the Boss also wins.

If all Heroes and Boss are at 0 health at the end of the countdown phase, the game is a draw.

THE BOARD, YOUR BATTLEFIELD

The Queue Board

The Queue

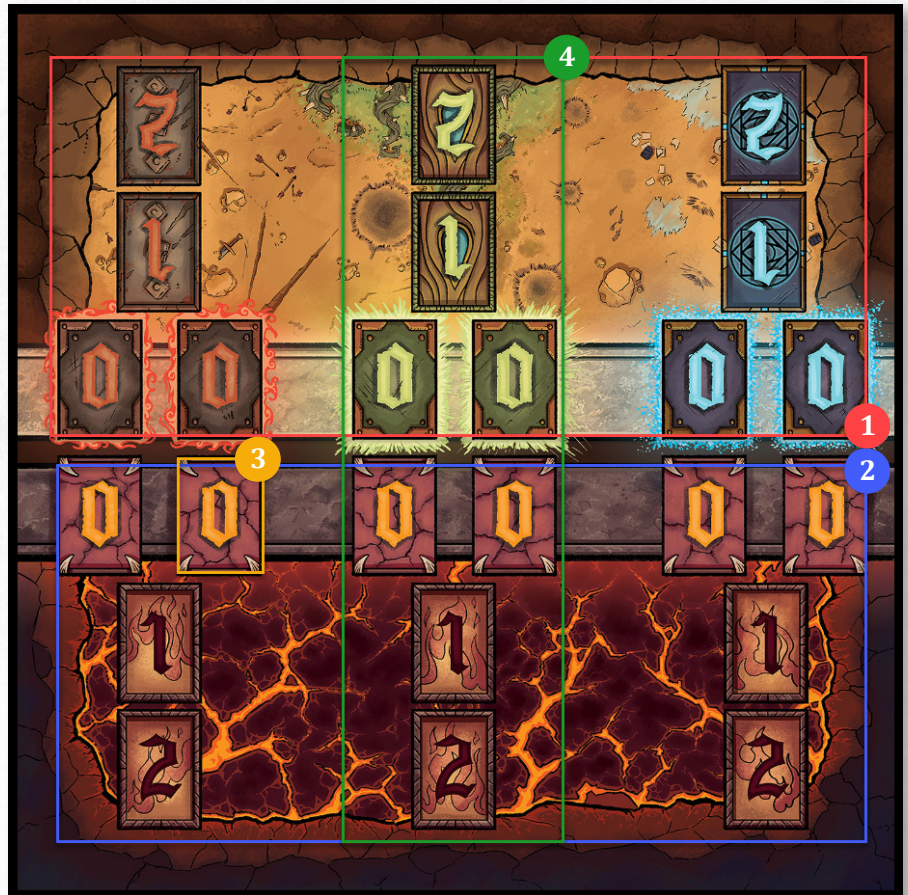
The board is divided into two Queues: **1** the Heroes' Queue and **2** the Boss's Queue. Players can only play cards in their own respective Queue unless stated otherwise by the card itself. However, Heroes can play cards in each other's Lanes with permission of the Hero who owns that Lane.

3 Round Slots

Within each Queue are Round Slots with a number that indicates how many rounds a card will take to Resolve and where an individual card can be placed. You may only play cards in the Round Slot that matches the round number on the card (pg 10). For example, Round 1 cards take one game round to resolve and can only go in the Round 1-Slot.

4 Lanes

Round slots 2,1, and 0 combined create a Lane. Lanes are also used to target players. Each Lane represents a Hero. Before the start of each game, each Hero claims either the left, middle, or right Lane, one Hero per Lane. The Boss claims all three Lanes on their side of the Queue Board.



Targeting

To target a player or card, place your card in the Lane of the player or card you want to affect. For example, if you would like to heal the Mage, place the healing spell in the Mage's Lane.

The Round Board

1 Round Counter

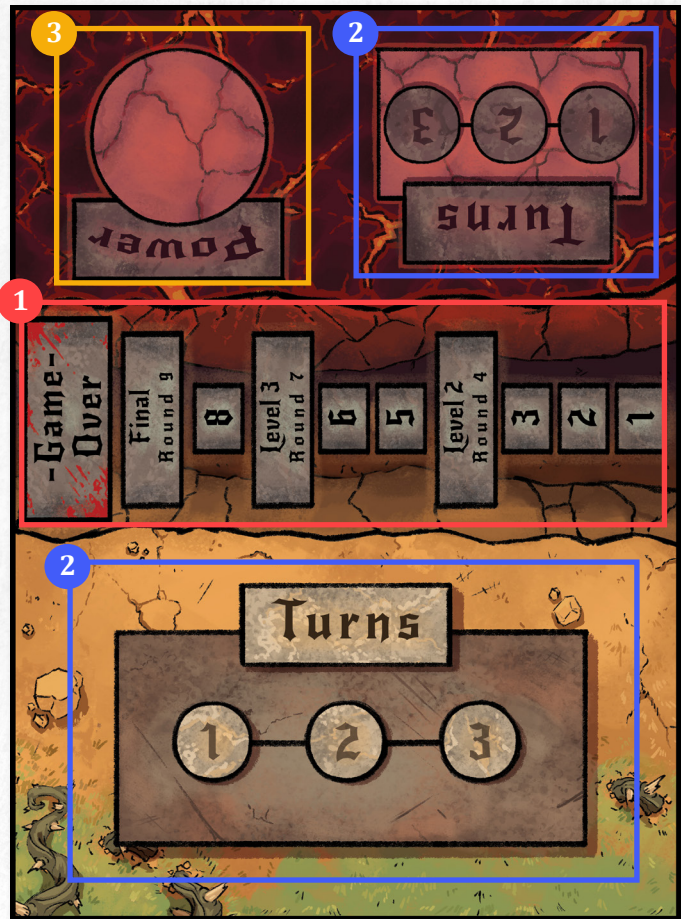
The middle numbers represent the Round Counter. This keeps track of the current Round for players. There is a Hero Round Token and a Boss Round Token. Place each Round Token on the number 1. As Rounds progress, each side will increase their Round Token by one round. There are special conditions where either side can move ahead in rounds to outpace their opponent (pg 19).

2 Turn Trackers

The Turn Tracker represents each turn that is taken during Placement Phase (pg 16). After a player takes their turn, they place their Turn Token in the Turn Tracker.

3 Boss Power Pool

This is where the Boss places their Power tokens as their Power increases throughout the game (pg 19).



The Health Tracker

Each player has a Health Token to track the amount of health points they have. When a player takes damage or loses health points, they move the marker to indicate how many health points they have left. If the player goes above 20 health points on the Health Tracker, they flip their Health token onto the "+20 HP side. Bosses will sometimes have a +40 token. Players cannot exceed their maximum HP as indicated on their character card.



Ex: The Dragon has 36 HP, so their Health token is flipped to +20 and placed on the 16 on the Health Tracker (20 + 16 = 36).



Weakened Health Tracker

A Hero is weakened when their hp is 0 or below the Health Tracker. Once per round, the Boss gains 1 round by weakening a Hero. Boss gains +1 power for each Hero they weaken.

When a Hero becomes weakened, that Hero must pay the Weakened Cost. The weakened cost is discarding from their hand or bumping back any Hero cards in the Queue equal to the number of cards this Hero currently has in the Queue. The Hero only does this one time until the next time they become weakened. Cards cannot trigger off of weakened cost.

While a Hero's health points are 0 or lower, that Hero draws 1 less during the Draw Phase. Once their health points are greater than 0, they are no longer weakened and that Hero may draw up to their base hand size again on the following Draw Phase (pg 15).



CARD ANATOMY

1 Round Slot Number

This shows which Round Slot the card can be placed in the Queue. The Round Slot number on a card must match the Round Slot number in the Queue. For example, a Round 1 card goes in the Round 1-Slot in the Queue.

2 Cost

There are two types of costs: Bump Back and Discard. This cost must be paid before a card can be placed or activated. Some cards have no cost, indicated by an empty box. Some cards will require double cost to be paid, indicated by 2x.

Bump Back



Move a card or damage token already in your Queue back by one Round Slot. Heroes can bump another Hero's card back. Cards/tokens that are bumped out of the Round 2-Slot are discarded.



Discard

To pay a Discard cost, players must discard only from their own hand.



If the Bump Back and Discard icons are separated by a slash, you may pay the card's cost by either discarding or bumping back.

3 Description

Card abilities can be activated at different times. A card will tell you when card effects happen, who or what the card is affecting, and what the effect does.

- **When** card effects happen
- **Who/Where** it is happening to
- **What** is happening

Some cards have multiple conditions or targets. Effects happen in the order in which they are presented on the card.

Check Glossary for more definitions (pg 27)

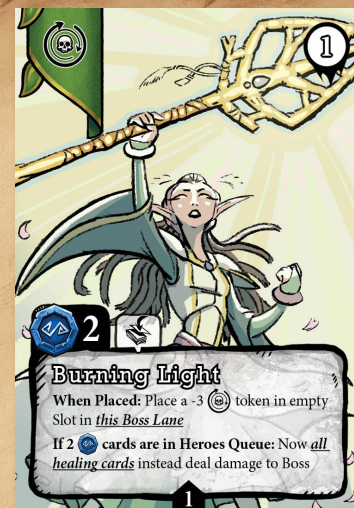


DESCRIPTION EXAMPLE: STRIKE

- WHEN:** While in Queue
WHO: Warrior Sword cards
WHAT: This card gains +2 damage when the target enters the Hero's Queue

MULTIPLE CONDITION EXAMPLE: BURNING LIGHT

- Condition 1*
WHEN: When Placed
WHO: This Boss Lane
WHAT: Put a Damage Token in an empty slot.
- Condition 2*
WHEN: If 2 Active cards are in the Hero's Queue
WHO: Healing cards
WHAT: All Healing deals damage



4 Primary Ability Types

Primary Ability Types act as Primary Effects and ability types simultaneously and will always be located at the very top of the banner on the card.

Ex.: For every Warrior Sword ability type card in the Queue, Strike gains +2 damage, per card.

NOTE: Cards can only synchronize with other **primary ability type icons**. Cards cannot synchronize with other secondary effect icons.

5 Secondary Effects

Secondary Effects are actions that happen secondary to the Primary Effect and are located below the Primary Ability Type on the banner on the card.

Here are the Ability types and their effects.



1. A SWORD CARD EFFECT DEALS DAMAGE.



2. SOME CARDS MAY ALSO SYNCHRONIZE WITH THE SWORD ABILITY TYPE.



Sword — Deals damage to this opponent's Lane by lowering their HP. Forced damage can't be blocked, redirected, or reduced.



Heart — Recovers damage by increasing the HP of the Hero or Boss assigned to this Lane. Heroes and Bosses cannot exceed their Max HP.



Shield — Blocks damage in this Lane. Each shield has its own HP, and Shields are destroyed when their HP is reduced to 0. Damage that would reduce a Shield to lower than 0 HP is still dealt to the Shield; it does not carry on to the Hero or Boss assigned to the Lane the Shield is in.



Queue — Affects a Hero's or Boss's Queue by either speeding up, slowing down, placing, or destroying cards.



Tokens — Either place or remove Damage Tokens (pg 21) in a Queue.



Draw — Draw cards as specified by the card or effect



Discard — Put either an opponent's card or your card in discard from the board or hand as specified by card.



Skill — Special skills that only a specific Hero or Boss can execute. These effects are distinct from other effects.



Buff/Debuff — Increases or Decrease one of the primary effects of a card as specified by the card. Use buff and debuff tokens (pg 21) to show increase or decrease

6 Card Types

Card types are cards that activate in different ways.



Resolution Cards

Cards with the Resolution icon activate during the Resolution Phase (pg 18) in the Round 0-Slot. Discard Resolution Cards immediately after effects have resolved.



Counter Cards

Cards with the Counter icon may be played when the condition in the description is met in any phase and do not count as a turn. These cards do not go into any Queue slot. Discard Counter cards immediately after effects have resolved. For more information (pg 20).



Active Cards

Cards with the Active icon activate when placed in the Queue, and effects last while this card remains in the Queue until the card exits the Queue in any way.

NOTE: Turn the card sideways to indicate it is activated.



Field Cards

Cards with the Field icon activate like a Resolution Card but remain in the Round 0-Slot until destroyed or reduced to 0 health points and take excess damage (pg 27). Once activated, Field cards can't be bumped back. When targeting an active field card, the targeting player chooses which shield in that lane to target.

NOTE: Turn the card sideways when activated.

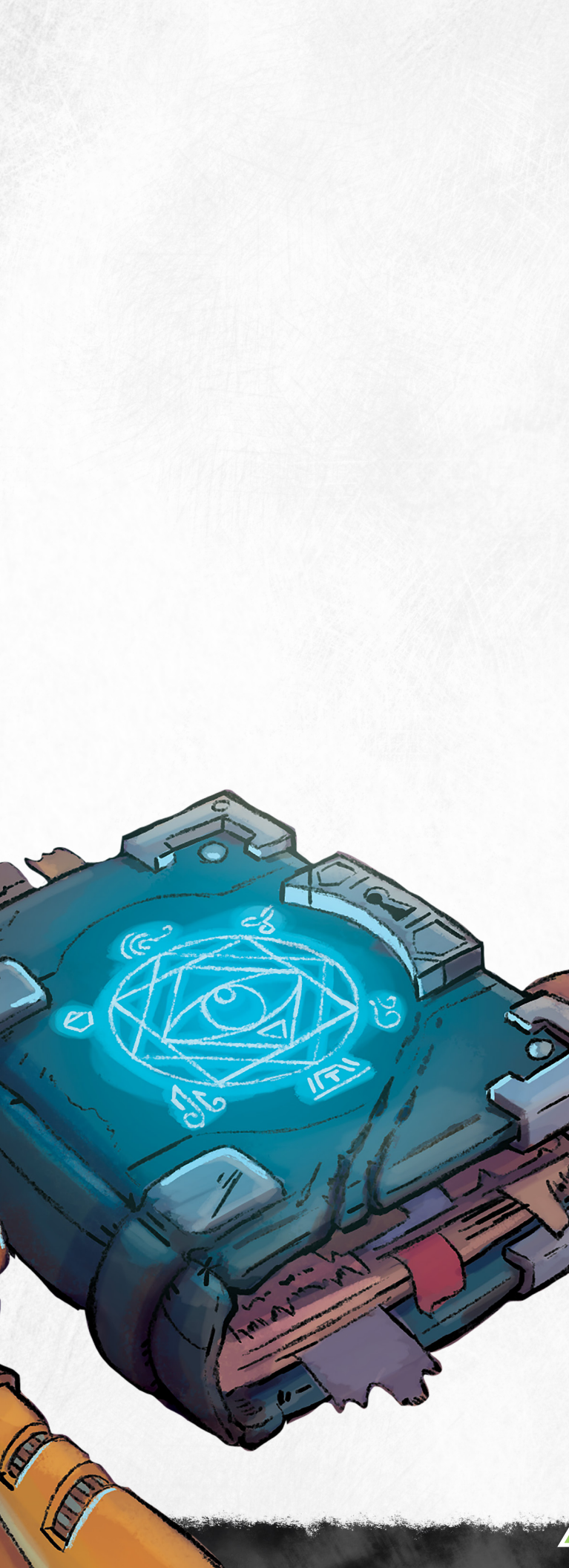


7 Card Speed

Card speed determines the order in which cards resolve (pg 18) in the Round 0-Slots. The slowest speed is 1, and the fastest speed is 6. If the Boss cards and the Hero cards are the same speed, the Boss always goes first.

8 Level

Card levels indicate how powerful a player is becoming. The higher level up cards you access, the stronger you become by Leveling Up (pg 19). Levels range from 0–3 for Heroes and 1–3 for Bosses. For the Boss, the card level is also the amount of Power currency needed to draw cards. For example, Level 1 cards need one Power to draw.



PHASES

Phase Summary

Resolve your actions in each of the phases in the order the phases happen. These are the basic rules for 3v1 but are applicable to all game modes. If you are playing any other game mode, please reference that game mode's specific rules.

Rounds

In Boss Battle, one round contains five phases. One round is also how long it takes a card to resolve. In the Queue, there are slots with numbers on them. The number corresponds to how many rounds it will take your card to resolve. Plan accordingly. When you have performed all five phases, you have completed one round.

The order of Phases:

1. Draw Phase—Draw up to your base hand size as indicated on your character card (pg 15).
2. Placement Phase—Boss and Heroes take turns placing cards in the Queue (pg 16).
3. Special Phase—Special abilities activate if conditions on character cards are met (pg 17).
4. Resolution Phase—All cards in Round 0-Slots resolve now (pg 18).
5. Countdown Phase—Move all cards and tokens one slot forward. Move round counter up (pg 18).

1. Draw Phase

Players draw up to their base hand size as indicated on their character card. Once players have drawn up to their base hand size, move on to the Placement Phase.

The Draw Phase starts right after the Countdown Phase and ends as soon as everyone has drawn to their base hand size. You may not draw on the Draw Phase if you are already at your base hand size. If the Heroes run out of cards in their deck, they reshuffle and finish drawing. If the Boss runs out of cards, they can no longer draw from that level deck.

Players can draw more cards than their base hand size allows if a card tells them to draw more cards. Do not discard cards to get back down to your base hand size. When you enter the Draw phase, you do not draw anymore cards because you are already at your base hand size.

The Boss

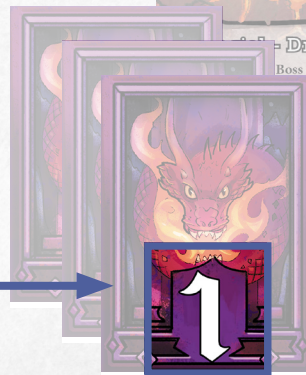
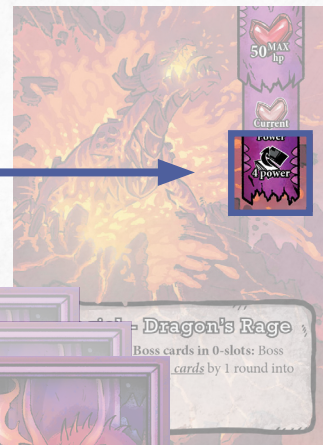
The Boss only draws from the Level 1 deck at level 1 but unlocks Level 2 and 3 decks as they Level up (pg 18). The amount of Power you have indicates how many cards you can have in your hand and draw on your turn.

A Level 1 card costs one Power to draw or hold in your hand; a Level 2 card costs two Power, and so on. The Boss cannot draw cards higher than the amount of Power they have.

For example, if the boss has 10 Power, he can draw:

- Ten Level 1 = 10
- Five Level 2 cards = 10
- Three Level 3 cards and One Level 1 card = 10

While the Boss can have unlimited Power in the Power pool, the Boss can draw up to 12 Power maximum during Draw Phase.



= POWER



2. Placement Phase

In the Placement Phase:

- 1. The Boss and Heroes alternate turns placing their cards in the Queue. The Boss goes first.
- 2. The Boss gets three turns placing one card per turn. Once the Boss ends their turn, place the turn token on the corresponding number on the Round Board.
- 3. Heroes choose turn order. Each turn one Hero places one card and each Hero gets one turn. Heroes place their turn token on the Round Board when each turn ends.
- 4. Players may play or reveal counter cards.
- 5. Players may pass their turn.

When Heroes choose to pass, they forfeit their turn until the next placement Phase. If the Boss passes a turn, they may take their next turn, so long as they have remaining turns left.

NOTE: Counter cards can be played when their conditions are met. Counter cards don't count as a turn, and you can keep playing counter cards as long as you can pay their cost. Reference "Instances" (pg 20) for more information on Counter Cards.

Reveal

A Reveal happens during Placement phase and is when the boss chooses to show their Counter card from their hand to Heroes. To reveal, place the Counter card anywhere on the side of the Hero's Queue facing the Heroes.

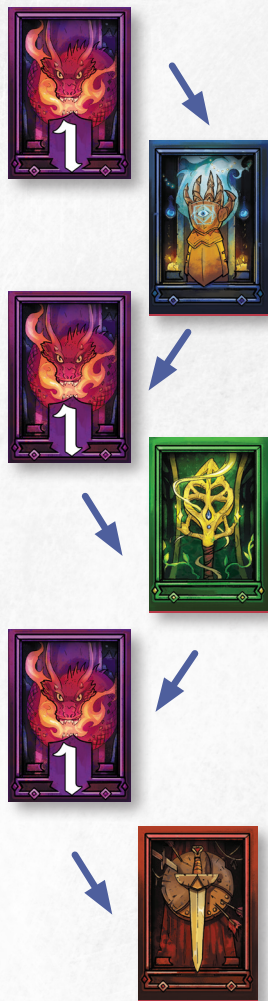
If the Boss chooses to reveal a Counter card, the Boss draws one additional Power of cards. Reveals do not count as a turn, and the Boss can place a card after revealing a counter.

- The revealed Counter card does not go in a slot.
- The Counter card remains until its condition is met.
- The Boss must pay the cost of the Counter when its condition is met. If the cost cannot be paid, the Counter card does nothing and goes into Discard.
- The Boss can reveal one Counter card for each Boss level per turn during Placement Phase.
- Each time a Counter is revealed, discard any other revealed Counter card if applicable.



PLACEMENT PHASE EXAMPLE:

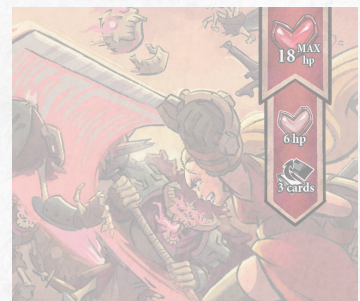
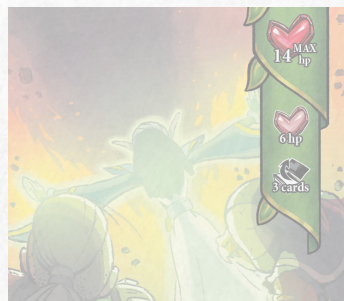
1. **The Boss always goes first**, playing one card, making sure the Round Slot Number on the card matches the Round Slot in the Queue. After Boss place their card (or pass your turn), place their turn token on the "1" on the Round Board
2. Next, the Heroes choose which Hero on their team will place one card the first turn. The Mage places a card (or chooses to pass their turn), then places their turn token on the "1" on the Round Board
3. The Boss places a second card and slides their turn token to the "2" on the Round Board
4. The Priestess places a card and places their turn token on the "2" on the Round Board
5. The Boss places a third card and slides their turn token to the "3" on the Round Board
6. The Warrior places a card and places their turn token on the "3" on the Round Board



As soon as everyone has had a turn to place a card, the Placement Phase ends, and you progress to Special Phase.

3. Special Phase

Each Boss and Hero has a Special Ability. Those abilities activate during the Special Phase. Special abilities are located on your Character card. If conditions are met and the game is in the Special Phase, players may activate their Special Abilities. This phase ends if no Special Abilities are triggered.



Special - Goddess Will
 If 3+ Priestess Cards are in the Queue:
 Priestess selects 1 Priestess card in Queue to affect 1 other Lane

Special - Battlecry
 If there are 3+ Warrior cards in the Queue:
 Warrior bumps forward 1 Warrior card into an empty slot then select 1 Warrior card in 0-slot to resolve First

4. Resolution Phase

Here is where your cards activate! This phase starts after the Special Phase ends, and it ends after cards are resolved or there are no cards in the Round 0-Slots. If any of the players' cards are in the Round 0-Slot when this phase starts, those cards will activate now. There is a hierarchy to how cards activate and where their effects are applied:

Resolution Hierarchy

Cards resolve one at a time based on their Speed. The fastest speed is 6 and slowest is 1. If a Hero and the Boss both have cards with the same speed, the Boss's card always activates first. If two Hero cards resolve at the same speed, Heroes may choose which card resolves first. The same applies to Boss cards.

Effects and conditions occur first, then damage or healing from the Primary Effect. As players take damage or healing effects, move your Health token up or down. After each card resolves, place it in the discard pile face up.

SLOWER

FASTER



SLOWER

FASTER



Sometimes the Resolution Phase gets overwhelming with all the cards activating. Resolve one card at a time if things get hard to keep track of.

5. Countdown Phase

This phase starts after all cards are resolved. Here is where cards move up by one slot. Cards in the 1-Slot move to one of the open 0-Slots, and cards in the 2-Slot move up to the 1-Slot within their respective Lanes.

NOTE: If both 0-Slots are full, no cards bump forward.

Once this phase is over, move the round token up by one. After this round, the phases repeat.



LEVELING UP

Leveling up allows you to acquire better cards at a higher level and/or potentially end the game. The Round token moves at the end of each round, but each side has a special way to gain rounds faster and try to level up earlier.

Once per round, Boss can gain 1 round by weakening a Hero. Boss gains +1 power for Hero they weaken. Heroes gain a round when two or more Heroes activate their Special Ability in the same round. At the beginning of Rounds 4 and 7, Heroes and the Boss level up. Gain Level 2 cards at Round 4 and Level 3 cards at Round 7.

Boss Level Up Rules:

+3 Power for Level 2. +2 Power for Level 3.

Heal hp equal to the number in the pink heart on your Character card.

The Boss can draw from their Level 2 deck beginning with Round 4 and from their Level 3 deck beginning with Round 7. Level 2 cards cost two Power, and Level 3 cards cost three Power.

Hero Level Up Rules:

+1 to base hand size each Level up.

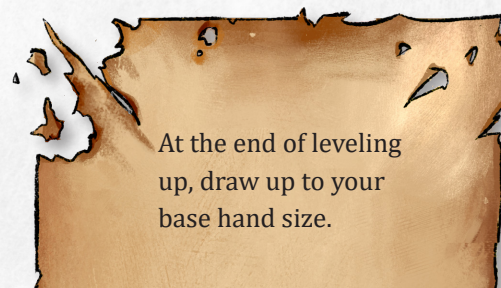
Heal hp equal to the number in the pink heart on your Character card.

At the beginning of Round 4:

- Each Hero draws three cards from their Level 2 deck.
- Pick two of the three cards and shuffle them into your Level 0 Deck.
- Remove the extra Level 2 cards from the game.

At the beginning of Round 7:

- Each Hero draws three cards from their Level 3 deck.
- Pick two of the three cards and shuffle them into your Level 0 Deck.
- Remove the extra Level 3 cards from the game.



ADDITIONAL RULES AND OTHER GAME MODES

INSTANCES

Chains of Counters

Instances are the short length of time between when a Counter gets activated **1** and when a Counter chain ends. Because Counters can be used at any time, they usually happen between turns and card resolutions. Here are the Instance Enders:

- Next turn placement
- Next Queue card resolved
- Next Counter card resolved by opponent
- Beginning of the next phase

After a Counter Card has fully resolved, the opponent will get a chance to respond with their own Counter. **2** If they do, this new Counter will create a new Instance and remove the previous Instance.

If there is no Counter Card response from the opponent, the current player/s can continue using counters from the current Instance.





Tokens

Each character receives tokens that can be used in different ways:



Health Point (HP) Token

Place on Field cards to represent their current HP.



Damage (Dmg) Token

A token that goes into an empty Round slot and takes the space of a card. These tokens have the same characteristic as an Active card. They can be bumped back as a cost, bumped out of the Queue, and resolved. If they are bumped out of the Queue, that Hero lane owner or Boss takes double damage for removing it. If the token has a Buff on it, they take the double damage plus the buff. Tokens in lanes with no Hero cannot be bumped out.



These tokens deal their respective forced damage (pg 27) during the Countdown Phase. No damage will be taken once the token reaches the Round 0-slot, as it will be removed at the end of Resolution Phase before it can deal damage.

Buff/Debuff Token

These tokens are used to show which cards are receiving Buffs and Debuffs from other cards or to signify cards that are working together for a new effect. Multipliers are done to Base Dmg first and then any addition or subtraction.



Power (Pwr) Tokens

These tokens are used to keep track of the Boss's Power. The Boss gain Power from weakening heroes, leveling up, and card effects.

Competitive Mode Variants

1v1:

- One Hero versus one Boss.
- The Hero gets +1 to base hand size.
- The Hero gets two turns.
- The Hero can only be targeted in their assigned Lane.
- The Hero selects 3 cards from the Level 1 deck to shuffle into their Level 0 deck. Repeat on Level up for Levels 2 and 3.
- The Boss gets three turns with one placement each.

2v1:

- Two Heroes versus one Boss.
- Each Hero gets one turn with one placement each.
- Each Hero can only be targeted in their assigned Lane.
- The Boss gets three turns with one placement each.

Boss v Boss:

- Treat all cards that say Hero (e.g., Hero's Lane or Hero's Queue) as the opposing Boss.
- Flip a coin; the winner of this coin flip decides who gets first placement.
- The Boss that gets first placement wins all ties in card speed and starts the first round with base power. On round 2, they will receive +1 power.
- The Boss with second placement starts the game with +1 power.
- If a Boss beats the other to Round 10, they are the winner. If they both get there at the same time, it's a draw.
- Rules play as normal.
- Cards that hit all lanes will only deal damage to the the Boss 1 time.

Heroes v Heroes

(1v1, 2v2 or 3v3)

- Placement Phase rules and base hand size are the same as in 3v1 Competitive mode.
- Any card with Boss in the text instead targets a Hero's Lane or Heroes' Queue depending on the card.
- Flip a coin; the winner of this coin flip decides who gets first placement.
- If a Heroes' side beats the other to Round 10, they are the winner. If they both get there at the same time, it's a draw.



Cooperative Mode Variant

If there is any confusion as to how a Boss card is used for this mode, just discard the card and draw another one.

Easy Battle—2 turns for Boss, -10 max HP

Standard Battle—3 turns for Boss

Elite Battle—4 turns for Boss, +10 max HP

Basic Rules

Shuffle each of the Boss's decks and place them in three different piles, one for each level. The Boss places up to two times per turn in this mode. The Boss has two turns (up to four placements) when playing an easy battle and three turns when playing a standard battle. The Boss draws the top card of the current level deck and places it into Queue. Ignore all Drawing effects because this Boss has no Hand size.

Golden Rule

When placing a card, the Boss will always make the best move. Follow the Cooperative Mode Placing rules (reference page 24) to help make that decision. If the best move is to not follow the Cooperative Mode Placing rules, do the best move. If the Boss has to discard two times or draws two counters, the Boss passes their Turn.

Card Costs

The Boss pays all Discard and Counter card costs by discarding the top card of the Boss deck. All Bump costs bump back the best option for the Boss to bump back, starting with bumping back Active cards.



Legendary Hero

Easy Battle—2 turns for Boss, -10 max HP

Standard Battle—3 turns for Boss

Elite Battle—4 turns for Boss, +10 max HP

Basic Rules

This is 1 Hero player versus an AI Boss. Hero player follows 1v1 competitive rules. AI Boss follows Co-op mode rules.

Cooperative Mode Placing:

If Resolution card —

Aim at Hero's Lane with the lowest HP first. If all Heroes have the same HP, place in a Lane from left to right based on available slots.

NOTE: Place again effect will allow for drawing one card of current level and placing if able.

If Active card—

Discard top card from current level deck as cost. Active cards go in non-hero Lanes first, then from left to right.

If card is a Round 0-Slot card —

- Bump back an Active card if that card is not in a 2-Slot and nothing is behind it (work from left to right).
- Bump back a 1-Slot card if the 2-Slot is available (working from left to right).
- Bump back a 0-Slot card if the 1 or 2-Slot behind it is available (working from left to right).

If Field card —

Go to the Lane with the closest highest damage Hero card provided there is no Active Boss Field card in that Lane. If there are no damage cards, place in a Lane with no Active Boss Field cards, working from left to right.

If Counter Card—

Reveal the Counter card by placing it anywhere in the center of the Queue facing the Heroes. Do not place in a slot. The Counter card will be activated as soon as its condition is met. Discard the top card from the current level deck to pay its cost.

NOTE: The Boss can only Reveal 1 counter card at a time. If they have a counter, discard the old one and replace with the one drawn.

Level 2 and Level 3 —

At level 2, Boss heals for Current Power and at level 3 Boss heals for Current Power +3. Boss shuffles the newest level deck into the current Boss deck until the top card backing shows the newest level. Boss will continue placing as normal with the first card drawn being a new level card.

[Necromancer Only] All Active cards now read: While in Queue: +1 dmg and +1 hp to all Boss Field cards.

[Dragon Only] There is a maximum of one Active Field card per Lane. If there are three or fewer cards in the queue that aren't Active, keep placing. If there is already one Active Field card in all three Lanes or the card can't be placed, discard that card. If a fourth Field card resolves, discard that fourth Field card.

Boss Solo Mode

If there is any confusion how a Hero card is used for this mode, just discard the card and draw another one.

Easy Battle—1 Hero

Standard Battle—2 Heroes

Elite Battle—3 Heroes, Boss starting Power +1

Basic Rules

Shuffle all of each Hero's Level 1 cards into their Level 0 deck. The Boss has normal setup and will place as usual. Each Hero places up to two times per turn in this mode. Each Hero draws the top two cards of their deck one card at a time and follows the Placing rules on this page to place them into the Heroes Queue. Ignore all Drawing effects because the Heroes have no base hand size. The Hero with the lowest health points places first during the Heroes' Turn (if two Heroes are tied for lowest HP, choose which goes first).

Card Costs

All Discard and Counter card costs are paid by discarding the top card of the Hero's deck. All Bump costs will bump back the best option for Heroes to bump back, starting with Bumping back Active cards.

Golden Rule

When Placing a Hero card, Heroes will always make the best move to first stay alive and to win the game. Follow these rules below to help make that decision. If the best move is to not follow the Placing Rules on this page, do the best move. Anytime a card cannot be placed in the Queue, discard that card.

Level Up

Each Hero heals and shuffles all their level 2 cards into their Level 0 deck. Repeat with Level 3 cards when Level 3 is achieved.

Placing:



If a Healing card is drawn— Place in the Lane of the Hero with the lowest HP first, then in any available slot.



If a Shield card is drawn— Place in the most threatened blockable Lane first, then in any available slot.



If a Damage card is drawn— Place in a Boss Lane with no Shield first, then in the Lane where the Shield is farthest from the 0-Slot, then in any available slot.



If a Queue card is drawn— Place in lane with a slower Boss card in the 0-Slot, then in any available slot.



If an Active card is drawn— Place in the Lane that will affect the most cards first, then in any available space.



- If a Counter card is drawn—**
1. Reveal the Counter card by placing it anywhere in the center of the Queue facing the Boss. Do not place in a slot.
 2. The Counter card will be activated as soon as its condition is met.

NOTE: Each Hero can only Reveal one Counter card at a time. If they already have a Revealed Counter card, discard the old one and replace it with the one drawn.

A Hero passes their turn if the Hero has to discard two times for their placement or if the Hero draws two Counter cards.

FAQ

If a card has two secondary effects, such as “Remove 1 dmg token and draw 1 card,” do I have to do both parts of the effect?

If part of the effect can't take place, the card can still be played, and that part of the effect will be ignored.

When does the cost on the card need to be paid?

Cost occurs before placing. Players must discard from their own hand or bump back a different card already in their side of the Queue.

Where are Counter cards placed?

Counter cards do not go into any Queue slot. They are played off to the side.

Can I look at another Hero's cards?

Heroes can look at each other's cards. They are a team and should communicate to work together.

Can I place in another Hero's Lane?

Heroes can place in other Heroes' lanes (or empty Lanes). Use this to your advantage.

Does damage roll over when a Field card is destroyed?

Field cards absorb all damage in excess of their hp. If 10 dmg hits a 5 hp Field card, the remaining damage disappears.

If I'm at Level Up and below 0 hp, do I gain hp from leveling up?

Yes, if you have another Hero above 0 hp. No, if no other Hero is above 0 hp or if you're playing the Boss

What happens when a card is bumped back?

Bumping cards back bumps all cards and tokens behind it back as well. This is called a bump back chain. 2-Slot cards that are bumped back go into Discard.

If there are two cards in the Round 0-Slot during countdown, what happens to tokens or cards in the slot behind them?

They don't move forward. This is also true if you have a card that moves cards forward. Tokens still deal damage.

If there is a Damage token in the 2-Slot, can it be bumped out?

It can be bumped out via cost. However, if this happens, the Boss or Hero that has the Damage token in their Lane takes double damage from the token. The tokens in lanes with no Hero can't be bumped out

Reminders:

- Place Buff tokens (including HP tokens) on unresolved cards in the Queue. This will serve as a reminder later when they activate.
- Turn Active cards sideways so everyone knows this effect is Active now.
- You CANNOT put cards on top of dmg tokens

GLOSSARY

- **Activated**— Field card that has already resolved
- **Base Damage**—The damage that is printed on the card
- **Blocks**—Prevents damage in that Lane
- **Bump Back** (pg. 10)
- **Bump Back Chain** - When a card or token bumps back another card or token behind it
- **Card Types** (pg. 12)
 - Resolution Cards
 - Active Cards
 - Field Cards
 - Counter Cards
- **Current Speed**—Active Effect at the speed of the card
- **Damaging card**—Any card that deals damage
- **Destroy**—Discard that card.
- **dmg/hp ALL**—Damage or heal all Lanes
- **Excess damage** - Any damage that is left over from destroyed shield
- **First**—Goes before all other cards in Resolution Phase.
- **Forced Damage**—The damage on this card (+buffed damage) can't be reduced, redirected or blocked.
- **Healing card**—Any card that heals hp
- **Hero Lane Owner**—The Lane that belongs to this Hero
- **Hero's/Boss's Lane**—The specific column of the board that that card is placed in.
- **Heroes'/Boss's Queue**—That player or players' side of the board.
- **Lane** (pg. 7)
- **Level up cards**—cards from the level 1, 2 or 3 decks
- **Move** — Move a card to a different slot. This is not placing so do not activate 'When placed' effects again
- **Negative Effects** — Any undesirable effect in Queue
- **Nullify** — Remove description effects
- **Phases** (pg. 14)
- **Place**—Put card/s in the Queue
- **Power**—The points the Boss needs to draw different level cards. Also indicates Boss's hand size. (pg 15)
- **Queue** (pg. 7)
- **Queue card/s** — Any card/s currently in the Queue
- **Redirected** — Transfer damage from one target to another before final damage calculation.
- **Reduce** — Lower damage on card/s before final damage calculation.
- **Resolve** - Activating a card
- **Round**—From the beginning of the Draw Phase to the end of the Countdown Phase.
- **Select**—Choose a card/s to put in hand
- **Stun**—Flip card over. This card is no longer Active and does not bump forward on Countdown Phase and cannot be bumped out of the Queue. It will instead reactivate by flipping face up again. This card no longer counts as a card for other card abilities and activating Specials while stunned.
- **Target** (pg. 7)
- **Turn**—Placing one card for the Boss or a Hero.
- **Turn card into ___ token**—Flip card over and put a token on this card. It is now a token.
- **When Activated**—Effect takes place when Field card is Activated during Resolution Phase.
- **When Placed**—Effect takes place when card is placed in the Queue.
- **When Resolved**—When this card resolves during Resolution Phase, effects on the card take place.
- **While Activated**—Effect is active while card is Activate.
- **While in Queue**—Effect is active while card is in the Queue.
- **While in ___ Lane**—Effect is active while in Lane specified.
- **X dmg**—variable damage based on card info
- **2x/x3/x4 dmg** — deal damage 2,3, or 4 separate times.



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**And all of our
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with whom this game
wouldn't be possible**