

BATTLE BOSSSES

RULEBOOK

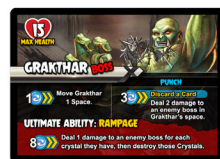
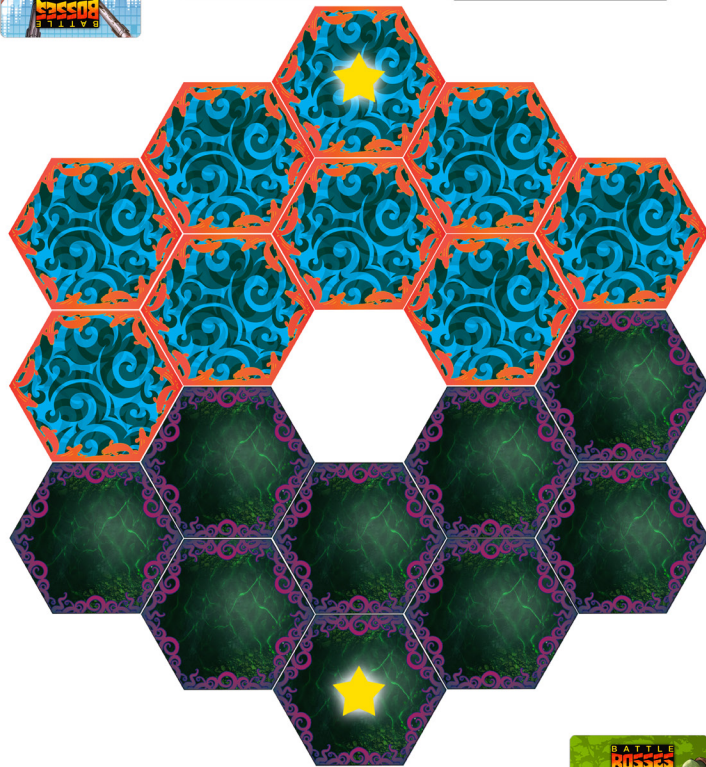
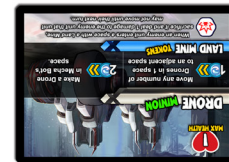
In Battle Bosses, you and your opponents are taking over gigantic beings, gods, or monsters known as Bosses, commanding their army of minions to dominate the battlefield. For reasons unknown, the fabric between realities, known as the VOID has begun to thin, allowing different worlds and timelines to merge forcing the bosses you control into battles and skirmishes. Using energy to charge your abilities, and crystals to upgrade your boss and minions, you need to out think and outmaneuver your opponent in this fast-paced strategy game!

Each boss comes with:

- 1 collectible vinyl boss figure
- 8 minion figures
- 9 map tiles
- 4 base dice
- 2 bonus dice
- 1 boss tile
- 1 minion tile
- 1 28-card deck
- assorted tokens







Set up:

- 1) Each player places their nine map tiles to create the battlefield as shown to the right.
- 2) Each player places their Boss in their starting space (designated by star in image to the right).
- 3) Each player shuffles their deck and draws 5 cards.
- 4) Then each player chooses any number of cards in their hand, sets them aside and then draws back up to 5. Then each player shuffles the set-aside cards into their deck.

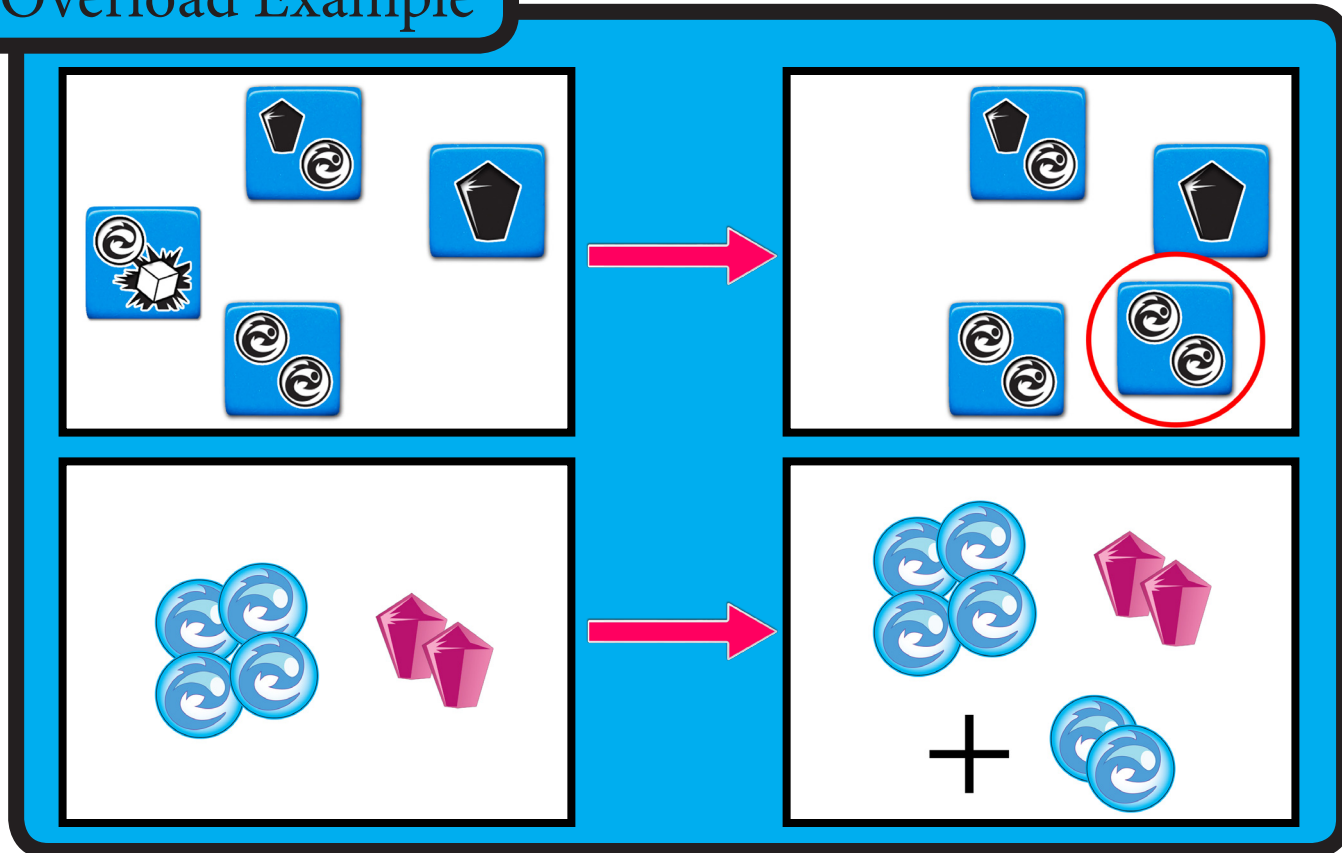


Play:

Choose a player to go first at random. Then the starting player takes a turn as follows:

- At the beginning of each player's turn, they roll their 4 white base dice. On the first turn of the game, the starting player only rolls 3.
- For each  symbol rolled, the player gets an energy token from the supply and for each  symbol rolled, the player gets a crystal token from the supply. For example, if you roll 1  symbol and 1  symbol on one die and 2  symbols on the other die, you would take 3 energy and 1 crystal from the supply.
- If a die shows an Overload  symbol, the player gets the energy shown on the die face, but they also get to reroll the Overloaded die and keep whatever resources it shows. This can be repeated if the player keeps rolling overloads until they have no more Overloaded dice.

Overload Example

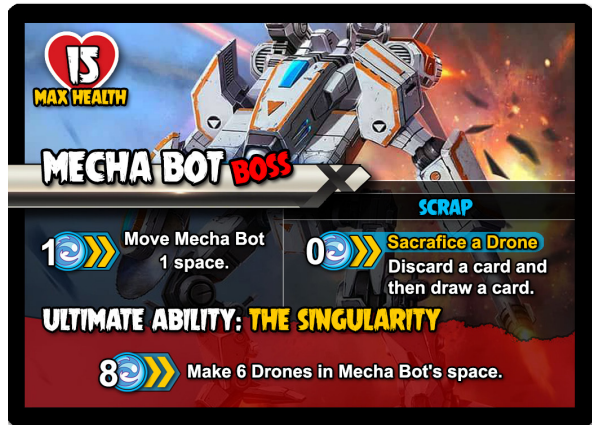


- Players use energy to use the abilities of their boss or minions. Any energy not used goes away at the end of the turn.
- Players use crystals to play cards in their hand on their turns. Crystals can be saved between turns to save up for more expensive cards.
- After rolling, players can:
 - Use abilities of their boss, minions, or on upgrades they have in play
 - Play cards from their hand

When a player is done using abilities and playing cards, they draw back up to 5 cards and end their turn.

Using abilities:

Most bosses and minions start with an ability to move around the board, an ability to create minions, and a special ultimate ability. Minions' movement ability allows you to move any number of minions in the same space together. Each ability can be used any number of times during a turn. Some Bosses, such as Mecha Bot, have a special token which has abilities described on the minion card. Some abilities, such as Mecha Bot's second ability, require an additional cost to use them. The additional cost's text is in yellow and is highlighted in blue.



Reminder

You may activate abilities or play cards repeatedly until you no longer have the resources to pay for those cards or abilities.

Playing Cards:

There are two card types in Battle Bosses: Effects and Upgrades. Effects have an immediate effect and then go to your discard pile. Upgrades stay in play and typically have a continuous effect on the game. Often, they will give your boss additional abilities that you can use with energy. Sometimes there are special types of Upgrades such as Promotions that upgrade your minions or tokens. If an Upgrade is destroyed or sacrificed, it is put into your discard pile.



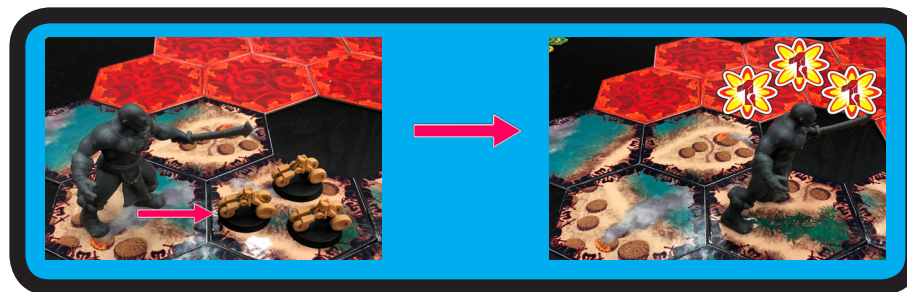
Combat:

There are four types of combat in Battle Bosses:

-If one or more minions are in the same space as enemy minions, the minions immediately attack each other and will destroy each other one to one until only one side has minions remaining in the space. The attacking player chooses which minions are destroyed first.



-If a boss moves into a space with minions, they will immediately attack the minions and destroy them, taking one damage 🌸 for each one.



-At the end of a player's turn, if they have any minions in a space with an enemy boss, they attack that boss and deal damage to them equal to the number of minions in the space. Then destroy those minions.



-At the end of a player's turn, if their boss is in the same space as an enemy boss, it brawls the enemy boss and deals 1 damage to them.

If a minion is dealt damage from a card action or boss ability, it is destroyed. If a boss is dealt damage equal to their maximum health, they are eliminated.

Object of the game:

The last boss remaining wins the game!

Common card terminology:

-**Units** refers to bosses and minions, collectively

-If a card says to **get** resources, take them from the supply

-If a card says to **steal** resources, take them from an opponent. If no opponent has the stated resources, take as much from an opponent as you are able.

-**Damage to a space** means that you choose a space on the board and deal damage to any enemy minions there first (the player dealing the damage may choose which minions they damage first). Leftover damage is dealt to any enemy boss in that space. (For example if a card instructs you to deal 3 damage to a space and you choose a space with 2 enemy minions and an enemy boss in it, you destroy those two minions and deal 1 damage to the boss.)

-If a card instructs you to **heal**, you remove damage from your boss.

-You **control** a space if you have a unit in that space. Special tokens that your boss may create do not count.

 is the energy symbol

 is the crystal symbol

 is the damage symbol

 is the Overload symbol

Glossary of symbols:

Variant play:

These rules are for 1v1 play, but the final version of Battle Bosses will include rules for 3-4 player free-for-all, and 4 or 6 player team Arena mode.