Welcome to the Dungeon!

Welcome to *Boss Monster*, the card game that gives you the chance to become the ultimate villain: the boss of a videogame-style side-scrolling dungeon. If you have ever spent hours navigating the pixelated perils of 8-bit dungeons, *Boss Monster* is designed for you.

This instruction booklet tells you everything you need for endless hours of dungeon-building fun. If you're new to this sort of card game, no worries. Played casually, *Boss Monster* is a simple game that's about building Rooms, luring Heroes, and counting up how much damage it takes to destroy them. Read through the Quick Start Guide, familiarize yourself with the cards, and check out our tutorial video at **bwisegames.com**. You'll be killing adventurers in no time.

If you're a more competitive player, don't be deceived by *Boss Monster*'s simple mechanics. In your first games, you'll probably find Heroes easy to destroy, and rarely be at risk of death by Wounds. After all, any self-respecting Boss can defend himself from puny adventurers! But the strategic heart of *Boss Monster* is about racing to see who can amass the most Souls, and your opponents are the real threat. Every turn is a chance to "steal" Heroes from your opponents, and a clever player can indirectly kill a greedy opponent, or build combos that snatch victory from the jaws of defeat.



Whether you're a casual or hardcore player, we hope you have fun. *Boss Monster* was designed and playtested over the course of years, it was funded by a passionate group of people who believed in the game, and future development continues to be supported and defined by our players. Thank you for becoming a part of the *Boss Monster* community, and happy hero hunting!

Johnny and Chris O'Neal
Brotherwise Games, LLC

How To Play

Boss Monster is the fast-paced card game of strategic dungeon building! As a Boss Monster, your goal is to lure hapless adventurers into your dungeon and consume their souls. But beware! Your dungeon must be as deadly as it is enticing, or the puny heroes can actually survive long enough to wound you. More importantly, you have competition. Adventurers are a hot commodity, and other Boss Monsters are all trying to outdo you with more precious treasures and more nefarious traps. Are you a bad enough dude to become the ultimate Boss Monster?

Getting Ready

To play *Boss Monster*, you just need 2-4 players, the cards included with this game, and enough space to spread out your cards.

The first time you play, allow yourself at least 45 minutes. Once players are familiar with the cards, a game will typically take 15-20 minutes.



Object of the Game

The goal of Boss Monster is to lure Heroes into your dungeon and kill them. Heroes who die in your dungeon are turned face down and count as "Souls." Heroes who survive give you "Wounds."

- A player wins if he ends a turn with **10 Souls.**
- A player loses if he ends a turn with **5 Wounds**.

A turn is not complete until all players have had a chance to act. In the case of a tie, refer to the tiebreaker rules (see p. 18).

Quick Start Guide

If you're eager to get started and willing to learn as you go, start with these basics:

- **Set Up:** Start off by following the steps described in "Set Up" on page 11. The most important step is to make sure you're playing with the right number of Hero cards.
- **Take Turns:** Once the game is set up and everyone has built a Room, the first turn begins! Follow the "Sequence of Play" (on this page).
- **Spells:** To play a Spell card, make sure it's the correct phase by checking the hammer (Build) and/or axe (Adventure) icon on the card. You may play any number of Spells each turn.
- **Rooms:** When building Rooms, keep in mind that an "Advanced" Room can only be played on a Room with a matching treasure type. An ordinary Room can always be played on any Room type.
- **Heroes:** When luring Heroes, count up all the treasure icons in each dungeon. The dungeon with the most matching icons lures that Hero.

The first player to 10 Souls wins, but if you get 5 Wounds, you're out of the game!

Sequence of Play

After setting up the game (see "Set Up" on p. 11), players participate in a series of turns. Each turn consists of five phases.

Beginning of Turn: Reveal Heroes (one per player), then each player draws a card from the Room Deck.

Build Phase: Each player may build one Room. Players take turns in XP order, placing their Room cards face down. At the end of the Build phase, newly built Rooms are revealed.

Bait Phase: Heroes move to the entrance of the dungeon with the highest corresponding Treasure value (or stay in town, if Treasure values are tied).

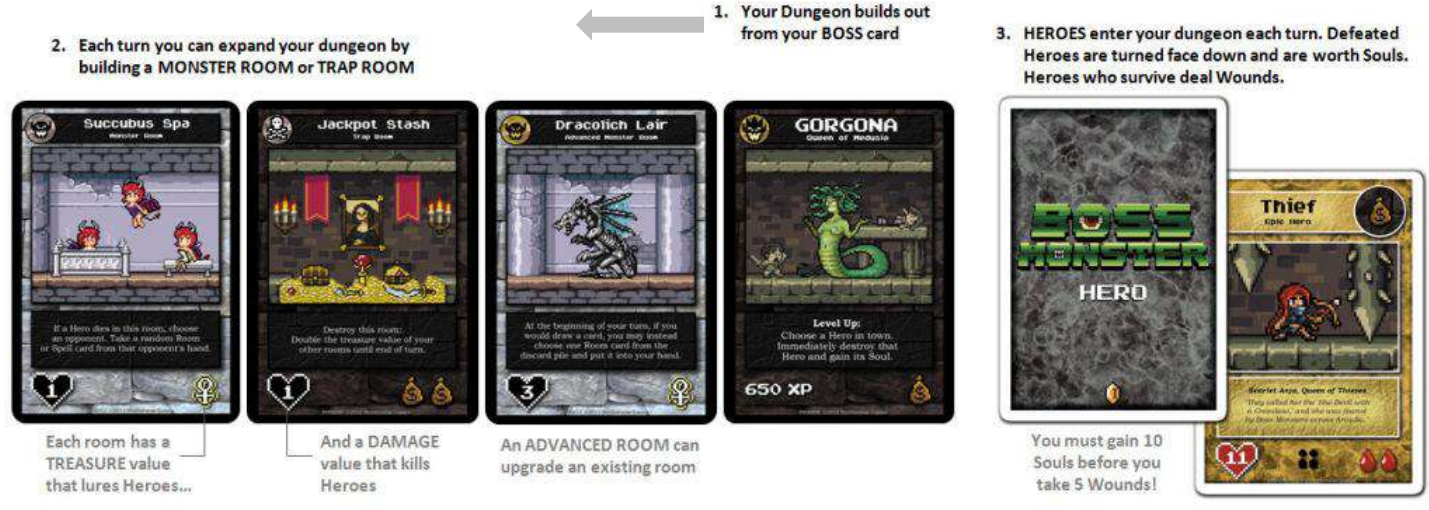
Adventure Phase: Heroes travel through dungeons. In XP order, each player takes a turn as the active player, "processing" all Heroes at his or her dungeon and acquiring Souls/Wounds.

End of Turn: The turn ends and a new turn begins.

The following pages describe the card types, provide set up instructions, and detail each of these phases.

Gameplay at a Glance

The heart of Boss Monster is dungeon-building! Your Boss card (1) sits at the right end of a side-scrolling dungeon, and each turn you can strengthen and refine it with Rooms (2). A Room's Treasure value determines what type of Heroes it attracts, while its Damage value determines its ability to destroy Heroes (by depleting their Health).



Your scorekeeping area (3) sits off to the side of your dungeon, where face-down Heroes add to your Souls (gold crystals) and face-up Heroes add to your Wounds (blood drops). You may only have a maximum of five visible Rooms in your dungeon. The first time you hit five Rooms, apply your Boss card's "Level Up" effect!

Card Types

Heroes

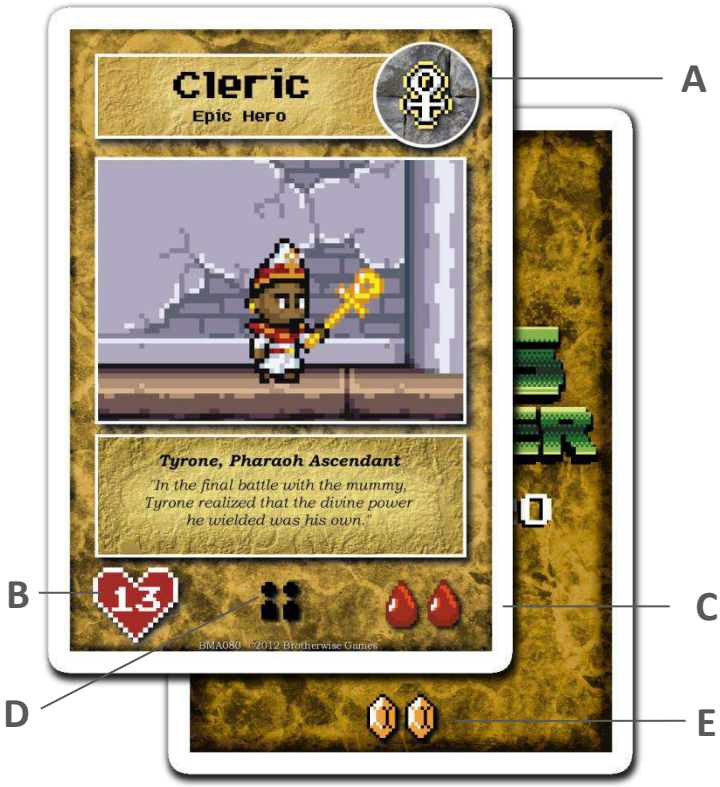
Heroes are the key resource of Boss Monster. Heroes appear “in Town” every turn, waiting for adventures.



- **A. Treasure Icon:** The type of treasure that lures this Hero.
- **B. Health:** The amount of damage this Hero can resist before dying.
- **C. Wound:** If an ordinary Hero survives your dungeon, it remains face-up and counts as one Wound.
- **D. Player Icon:** This indicates whether the card should be used in a two-, three- or four player game.
- **E. Soul:** When an ordinary Hero dies in your dungeon, turn it face-down. It counts as one Soul.

Epic Heroes

Epic Heroes bring twice the risk and twice the reward! Epic Heroes come into play after all ordinary Heroes are claimed.



- **A. Treasure Icon:** The type of treasure that lures this Hero.
- **B. Health:** The amount of damage this Hero can resist before dying.
- **C. Wound:** If an Epic Hero survives your dungeon, it remains face-up and counts as two Wounds.
- **D. Player Icon:** This indicates whether the card should be used in a two-, three- or four player game.
- **E. Soul:** When an Epic Hero dies in your dungeon, turn it face-down. It counts as two Souls.

Card Types (cont'd)

Rooms

Your dungeon consists of Rooms, which lure and damage hapless Heroes. Each turn, you can build a new Room in your dungeon, up to a maximum of five visible Rooms . Ordinary rooms can be built at the end of your dungeon, or over any other Room.

A. Room Icon: A silver icon is an ordinary Room. This icon also shows a Room's subtype: whether it's a Monster Room or a Trap Room.

 = Monster  = Trap

B. Ability: The rules text of the card is active as long as it is in play.

C. Damage: Each time a Hero enters a Room, it takes the listed damage. When the damage exceeds its Health, that Hero dies.

D. Treasure: The Treasure icons indicate what kind of Heroes this Room can lure. When players compare treasure totals, every visible treasure icon counts.



Advanced Rooms

Advanced Rooms are "upgrades" that can only be built on existing Rooms with which they share at least one Treasure type. They have powerful abilities and are marked with gold icons.

A. Room Icon: A gold icon is an Advanced Room.

 = Monster  = Trap

B. Ability: The rules text of the card. This text is an example of an activated ability, which a player can trigger by paying a cost.

C. Damage: Each time a Hero enters a Room, it takes the listed damage. Advanced Rooms usually have higher damage values.

D. Treasure: The Treasure icons indicate what kind of Heroes this Room can lure. An Advanced Room must be placed over an ordinary or Advanced Room with at least one Treasure icon that matches this.



Card Types (cont'd)

Spells

Spells reflect the power of your Boss Monster to affect what happens in your dungeon… and beyond! After the beginning of the game, you may only draw new Spell cards when a card specifically tells you to do so.

You may play any number of Spells per turn, but may only play Spells during the Build and Adventure phases.

Once you've played a Spell, place it in the discard pile.

A. **Text:** The rules text of the card describes its effects.
B. **Phase Icon:** This icon indicates the phase when the card can be played. (Hammer = Build, Axe = Adventure, Both = Either)

Priority: You are the active player while you are placing a room face-down during the Build phase, or while you are "processing" Heroes in your dungeon. If another player plays a Spell while you are the active player, you may play any number of Spells or abilities and they resolve before opponents' Spells or abilities.



Bosses

Your Boss card represents the ultimate villain waiting at the end of your dungeon …you! While it has a Treasure value, it does not count as a Room. It cannot deal damage, be deactivated, or be destroyed.

A. **Boss Icon:** This icon indicates that this is a Boss card.
B. **Boss Ability:** Each Boss card has a powerful "Level Up" ability, which triggers when your dungeon first reaches five Rooms.
C. **XP:** A monster's XP value determines which player goes first, and is used as a tiebreaker when priority is in question.
D. **Treasure:** A Boss card's treasure icon adds to its player's total.

Your "Level Up" ability triggers only once per game, when your dungeon hits its maximum length of five rooms (not counting your Boss). You can use a coin or token to indicate that this ability has been used.



Set Up

Prepare the Decks

To play, you will need the following:

- 75 Room Cards
- 30 Spell Cards
- 8 Boss Cards
- 21-41 Hero Cards (see below)

The number of players determines the number of Hero cards that should be used in a game:

Two Players: 13 Heroes, 8 Epic Heroes
Three Players: 17 Heroes, 12 Epic Heroes
Four Players: 25 Heroes, 16 Epic Heroes

If you are playing a two-player game, remove all cards with the "Three Player" or "Four Player" icons. If you are playing a three-player game, just remove the "Four Player" Heroes. Then shuffle all decks thoroughly.

Boss Select

Shuffle all the Boss cards and randomly deal one Boss card to each player. Players reveal their Boss cards, and the player whose Boss has the highest XP value goes first. (The player with the next highest XP always goes next, and so on.) This order applies during every phase of the game, as players take turns using cards and abilities.

Prepare the Play Area

All players place their Boss cards on the table. All Room cards will be placed to the left of the Boss card, while acquired Souls and Wounds will be placed to the right.

Set up the Hero, Epic Hero, Dungeon and Spell decks as shown on p. 24 ("Game Setup Example").

Starting Hand

Each player draw 5 Room cards and 2 Spell cards, then chooses and discards 2 cards. Players make these choices simultaneously, and keep the discarded cards face-down until all players have discarded.

Build Your First Room

Before the first turn begins, each player can build one Room.

To "build" a Room card, place it face-down on the table to the left of your Boss card. The highest-XP player goes first, then each other player places a face-down Room. Once all players have placed their cards, simultaneously reveal the newly built Rooms. In XP order, resolve any "when you build this" effects.

At this point, Set Up is complete and the first turn begins.



Pro Tip: Face Down

Why play Room cards face down? Because until it's revealed, your Room card is hidden information. Let's say there's a Fighter in town, and you and an opponent each have one Fighter treasure. Until your cards are revealed, no one knows who's going to break the tie. Playing face down means it's not too important who places his Room card first, and there's usually someone surprised or thwarted when the newly built Rooms are all revealed.

Sequence of Play

Beginning of Turn

During the Beginning of Turn phase, the following occurs:

- **Heroes Appear In Town:** Reveal one Hero card for each player in the game. In general, all ordinary Heroes must be revealed before an Epic Hero is revealed.
- **Each Player Draws a Card:** Each player draws one Room card.

Spell cards, Room cards, and activated abilities cannot be used during the Beginning of Turn phase.

Once each player has drawn a card, the Build phase begins.

Build Phase

During the Build Phase, players take turns placing Rooms face-down in their dungeon. You must specify where the Room is placed.

A Room can be placed in one of two locations:

- ***To the left of your leftmost card.*** During Set Up, place your first Room to the left of your Boss card. Afterward, build additional new Rooms to the left. You may build a maximum of five visible Rooms in your dungeon.
- ***On top of an existing Room card.*** Ordinary Rooms can be built on top of any Room. Advanced Rooms can only be built on top of a Room that shares at least one Treasure type.

You may choose not to play a Room, but you cannot change your choice once you are no longer the active player. (You are the "active player" when it is your turn to place a Room.)

Build Phase (cont'd)

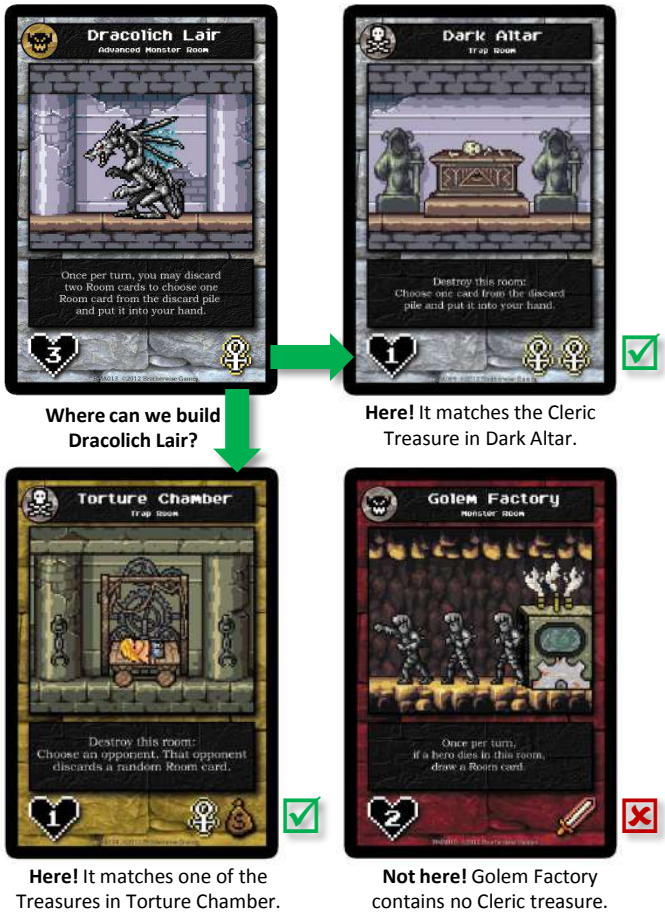
During the Build phase, you may use card abilities and play Spells marked with the Build (hammer) icon. The active player's effects are always resolved first, with other player's effects resolved in XP order.

Once each player has had the chance to place a Room, during the "end of Build phase," players simultaneously flip over their Room cards. These Room are now considered "built." Any "Level Up" and "when you build this Room" abilities take effect for the highest XP player, followed by lower-XP players.

Pro Tip: Building Over

Keep an eye on your treasure types as you're building Rooms, because they will limit the Advanced Rooms you're allowed to play. Multi-treasure Rooms (with gold borders) tend to be low-Damage, but they give your dungeon versatility.

Also keep in mind that ordinary Rooms can always be built over any Room, regardless of treasure type!



Sequence of Play (cont'd)

Bait Phase

During the Bait phase, players have the chance to lure Heroes to their dungeons. Take the following steps:

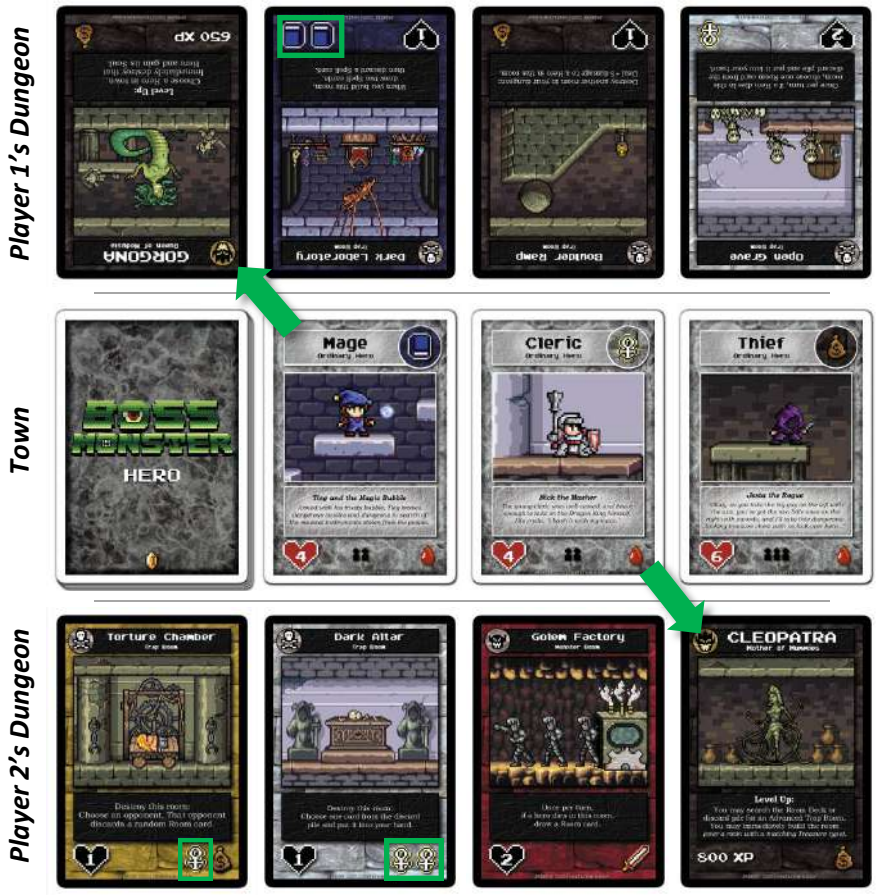
- **Compare Treasure Values:** Count the amount of Treasure that corresponds to the Hero in each dungeon. Add any modifiers from room abilities or Spells.
- **Lure:** The dungeon with the highest relevant Treasure value lures the Hero. The Hero moves to its entrance. (Place the Hero outside the leftmost Room in that dungeon.)
- **Tie:** If no player has Treasure of that Hero's type, or if any players are tied, the Hero stays in town until the next turn.

Spell cards and room abilities <u>cannot</u> be used during the Bait phase.

If multiple Heroes move to a player's dungeon, they arrive in the order that they were revealed from the Hero deck. Once all Heroes are accounted for, the Adventure phase begins.

Pro Tip: Bottlenecked Heroes

If no player has the highest treasure value for a given Hero, either because all players have zero or any players are tied, that Hero stays in town. On the next turn, new Heroes arrive as normal. If a tie is not broken, Heroes can really start to stack up in town! When the tie is broken, <u>all</u> relevant Heroes go to the "winning" dungeon, which means the stakes just keep getting higher. Manipulating the Bait phase to make sure Heroes come your way is the key to success in Boss Monster!



Bait Phase Example

Here we see a snapshot of the play area for a two-player game, focused on the ordinary Hero deck and the players' dungeons. (For a full game layout, see the back cover of this manual.) As this turn's Bait Phase begins, there are three Heroes in town.

Player 1's dungeon contains:

- 1 Cleric treasure
- 2 Mage treasures
- 0 Fighter treasures
- 2 Thief treasures.

Player 2's dungeon contains:

- 3 Cleric treasure
- 0 Mage treasures
- 1 Fighter treasure
- 2 Thief treasures

The **Mage** is lured to Player 1, the **Cleric** is lured to Player 2, and the **Thief** stays in town. Next turn, two new Heroes arrive in town.

Sequence of Play (cont'd)

Adventure Phase

During the Adventure phase, Heroes "attack" dungeons and players take turns contending with them. Players with Heroes at their dungeon entrances take turns as the "active player," following these steps:

- **Heroes Enter:** Starting with the first Hero to arrive at an entrance to a player's dungeon, that Hero begins to move through that player's dungeon.
- **Rooms Take Effect:** As the Hero enters each Room, any Room ability takes effect, then the Room deals its Damage.
- **Spells and Abilities:** In each Room, after damage is dealt, players may play abilities or Spells marked with the Adventure (axe) icon. The active player's effects are always resolved first.
- **Death:** If the Hero exits a Room with damage equal to or exceeding its Health, it dies. Move that Hero to your scorekeeping area and place it face-down, adding its Soul value to your total.
- **Survival:** If you are not able to sufficiently damage the Hero (or kill it by other means), place it face-up in your scorekeeping area, adding its Wound value to your total.

All killed or surviving Heroes are placed in the player's scorekeeping area. Once all Heroes are processed, priority passes to the next player.

Pro Tip: Tracking Heroes

Sometimes, Hero sequence can be important. Heroes obey a "first in, first out" rule. To keep track of this, place each newly revealed Hero to the side of the deck. The closest to the deck should always be the one that has been in play for longest. Once it heads to a dungeon, slide the newer cards toward the deck to take its place. Remember, new Heroes continue to arrive in town at the beginning of each turn!

End of Turn Phase

Once all players have had a chance to be the active player during the Adventure phase, the turn ends. At the end of the turn, any "until end of turn" effects are resolved. Any deactivated Rooms are turned upright.

In the event that a Hero takes damage during the Adventure Phase but is returned to town or the entrance of a dungeon by a card ability, damage to that Hero does not carry over to subsequent turns.

Spell cards and activated abilities cannot be used during the End of Turn phase.

Pro Tip: Multiplayer Games

In a game with more than two players, when one player loses, that player's cards are set aside and "removed from the game." They do not go to the discard pile, and no effects can interact with those cards until the game concludes. The number of Heroes entering town does not change, so the pressure is on!

End of Game

The game does not end until a full turn is complete and every eligible player has had a chance to resolve an Adventure phase. Once every player has had a chance to act, determine the following.

- If a player ends the turn with 5 or more Wounds, that player loses the game (regardless of Soul count).
- If a player ends the turn with 10 Souls (and less than 5 Wounds), that player wins the game.
- If two players meet the victory or loss conditions above, subtract each player's Wounds total from his Souls total. The player with the higher result wins.
- If the result above is still a tie, the player with the lowest XP value wins.

Now shuffle the decks, deal Boss cards, and play again!

FAQs & Advanced Rules

Does an Advanced Monster Room need to be built over an existing Monster Room, and an Advanced Trap Room over a Trap Room?
No. When playing an Advanced Room, all that matters is the treasure type. Make sure that at least one icon on the existing Room matches the icon on the Advanced Room. (The color of a card's border is also a reminder of this. Each type of Room has its own color, and multi-treasure Rooms have gold borders.)

What happens if you run out of cards in a deck?
If the Spell or Room deck is depleted, immediately separate the Room and Spell cards in the discard pile and re-shuffle the cards back into their respective decks and continue play. No effect can interrupt this process. If the Hero deck is depleted, the game ends. Apply the tiebreaker rules described in "End of Game" on page 18.

When an effect allows you to swap the placement of Rooms in a dungeon, how do you deal with Rooms built on top of other Rooms?
You can rearrange any stacks of Rooms, but you cannot change the order of Rooms within each stack. The visible Rooms do not change.

Is there a "mulligan" rule?
Yes. If you draw four Advanced Rooms or four of one treasure type, you may shuffle your entire hand back into the decks and draw a new hand.

What is the exact process for discarding a card "randomly"?
Simply hold up your cards to your opponent (keeping the face of the cards concealed) and allow your opponent to choose the card to be discarded.

Can you look at an opponent's face-down cards?
You may always look at the face-down cards in an opponent's scorekeeping area. However, you may not look at an opponent's face-down Room cards.

When are Room abilities active?
Room abilities are only active when a Room is visible and in play. When you build a Room, any abilities of the Room beneath are no longer in effect. For example, you do not draw a card when you build a Monster Room over Beast Menagerie.

For full FAQs and Advanced Rules, visit ***www.bwisegames.com***

Play Variants

I Choose You: During Setup, deal each player two Boss cards. Players choose one and remove the other from the game.

Machinations: At the end of turn, if a player did not gain a Soul this turn, that player may draw one card from the Room or Spell deck.

Hard Mode: Remove all ordinary Heroes with a Health value of 4. This makes it difficult to avoid a Wound in early turns, and brings Epic Heroes into play a turn earlier.

Pro Tip: More Variants

Want to find more ways to play Boss Monster? Join the active community of Boss Monster fans online at **boardgamegeek.com** and **bwisegames.com** to learn more! Fans are developing homebrewed cards, variants like single player or expanded multiplayer, and other ways to play. Join the discussion!

Credits

Boss Monster is dedicated to John & Sandra O'Neal.

Lead Designer: Johnny O'Neal
Co-Designer: Chris O'Neal
Playtest Leads: Dave Baker, David Chang, Zach Evans, Will Oberkrom, Keith Baker
Pixel Artists: Katrina Guillermo, Francisco Coda, Kyle Merritt, Beau Buckley, David Nyari, Alexander Olsen, Andres Sanabria
Printers: Panda Game Manufacturing
Special Thanks: Beverly O'Neal, Victoria O'Neal, Quixotic Transmedia, Tremane Barclay, Ara Barclay, Brian Coppola, Ethan Rex, Brandan Haines , William Shepherd

Boss Monster: Master of the Dungeon is ©2012 Brotherwise Games, LLC. All rights reserved. Visit us on the web at

www.bwisegames.com

Glossary

Activated Ability: An activated ability is any effect that requires the player to declare its use or pay a cost. (For example, "destroy this Room" abilities are activated abilities.) They can be used whenever you could play a Spell. Ongoing abilities and "when you build this Room" abilities are not considered activated abilities.

Active Player: See "Priority" on page 9.

Build: Abilities that say "When you build this Room" trigger only when a Room is built, not if it is revealed for other reasons (such as a Room above it being destroyed). You may build one Room per turn, you may not rearrange Rooms in your dungeon when building (unless a card states otherwise), you may not build over face-down Rooms, and you may only build a maximum of five visible Rooms in your dungeon.

Cancel: Any Spell or ability that allows you to "cancel" a Spell allows you to interrupt a declared spell, even if you are not the active player. A canceled spell is wasted and must be placed in the discard pile. A Spell may also be canceled if its target is destroyed (or otherwise rendered moot) by a higher-priority effect. Once the target for a Spell has been declared, it cannot be changed.

Damage: Rooms deal Damage (marked in the lower left-hand corner of each Room as a number in an empty heart).

Deactivate: A "deactivated" Room is turned sideways until the end of the turn. This does not reveal any Room cards beneath it. Ignore any damage, Treasure, or abilities usually associated with the Room while it is turned sideways. Effects that trigger off the number of Rooms in your dungeon do not count it as a Room while it is deactivated. Rooms cannot be built over deactivated cards, and a deactivated Room cannot be destroyed. Treat it as a "blank" space, so cards on either side are not adjacent to one another. At the end of the turn, it is reactivated.

Dead: Heroes can be killed by damage, Spells, or Room effects. Any Hero that does not survive a dungeon is considered 'dead' and is placed in that player's scorekeeping area face-down. The Room in which a Hero is reduced to zero Health is the Room in which it "dies."

Destroy: A Room that is "destroyed" is sent to the discard pile from play. If there is a Room under that Room, it is revealed (not destroyed or built). If this creates a "hole" in the dungeon, all the cards slide to the right (toward your Boss) to close any gaps. You may only destroy a Room if it is active, and if a card specifically allows you to do so.

Glossary

Discard: A card is "discarded" if a player must remove it from his hand and place it in the discard pile. By default, an effect that forces a player to discard a card allows the player to choose which card is discarded. When a card says "discard a card at random," an opponent randomly chooses.

Entrance: The "entrance" to your dungeon is the area to the left of your leftmost Room. (If you build new Rooms, Heroes at the entrance to your dungeon are moved to the left.) At the beginning of the Adventure phase, Heroes enter dungeons in the order that they arrived.

Face-Down: Cards are played face-down in order to conceal information. Rooms are played face-down during the Build phase before being revealed during the Bait phase. Additional Rooms cannot be built over face-down cards, and they cannot be destroyed.

Hand: The cards in your hand cannot be viewed by other players unless a card effect specifically allows them to do so. There is no minimum or maximum number of cards that can be in your hand.

Heal: If an effect allows you to "heal" a Wound, you may flip over one face-up Hero in your scorekeeping area. Instead of counting its Wound value, you now count its Soul value. If you have a face-up Epic Hero in your scorekeeping area, you may use one "heal" effect to change its two Wounds into two Souls.

Health: A Hero's Health is its ability to sustain Damage. As soon as its Health is reduced to zero, it dies (see "Dead" above.)

Hero: Whenever a card refers to an "ordinary Hero," it means a non-epic (silver-bordered) Hero. When it specifies "Epic Hero," it only refers to a gold-bordered Epic Hero. If a card does not specify "ordinary" or "epic," it can refer to either.

Level Up: When your dungeon first reaches five Rooms in length (not counting the Boss card itself), your Boss card's "Level Up" ability is triggered. The ability takes effect during the end of the Build phase when you reveal your fifth Room, followed by any other "when you build this Room" effects from that Room. Your Level Up ability triggers only once, and is not re-triggered by later re-building.

Glossary

Monster: A Monster Room is a Room with a silver or gold Monster icon in the upper left-hand corner. These trigger certain cards effects that specifically refer to "Monster Rooms."

Ordinary: An "ordinary Hero" is a non-Epic Hero, and an "ordinary Room" is a non-Advanced Room. When card ability text references a "Hero," it means "ordinary or Epic Hero" unless it specifies one or the other. Similarly, "Room" means "ordinary or Advanced Room" unless it has a specific descriptor.

Search: Whenever an effect allows a player to search the Spell or Room deck, the player must shuffle the deck afterward.

Trap: A Trap Room is a Room with a silver or gold Trap icon in the upper left-hand corner. These trigger certain cards effects that specifically refer to "Trap Rooms."

XP: A Boss card's XP ("experience point") value determines which player gets to go first in the game, and who goes first during each phase of the game. In any situation where priority is unclear, priority is given to the active player first, then to the player whose Boss has the highest XP value.

Hungry for more Boss Monster?

The best source for Boss Monster news, card previews and discussion is our official Facebook page.

Join the evil! "Like" us at **https://facebook.com/BossMonsterGame**

Game Setup Example

