BOSS FIGHTERS QR

Do you want to start a new campaign from the beginning? Follow these steps in the given order to reset your game:

1. Sort the cards into the following piles:
   - 1 pile for each Hero and each Class (sort by their glyphs)
   - 1 pile for all Item cards
   - 1 pile for all STOP cards
   - 1 pile for all Loot cards (sorted by star level)
   - (if necessary, additional piles for later unlockable content)
2. Put the cards into their respective boxes, in order as described on the right and the back of this page.

General Overview:



Storage box
All 62 cards for the training fight.
6 cards each per Hero and Class.



Bronze Loot box
All 64 cards for Bosses 1 and 2
Advanced Action cards and cards with (1)



Silver Loot box
All 64 cards for Bosses 3 to 7
Cards with (2) (3) (4) (5) (6)



Golden Loot box
All 53 cards for Bosses 8 to 10
Cards with (7) (8) (9) (10)

Have you reset the game but want to continue playing a campaign you started earlier?

Start the app and choose the Hero group that you want to continue playing with. Note what star level that group is on. Then follow these steps for each player:

1. Take all cards belonging to your Hero and Class (from the Storage box and the bronze Loot box).
2. Choose 1 Loot card of each unlocked star level to add to your deck.
3. Put all remaining Loot cards back into the Storage box.



Storage box (62 cards)

- **STOP card:**

  Only look at the following cards when instructed to do so!

  Important: All cards are sorted!

- **Jungle Troll**
  - Throwing Axe
  - Grandpa's Belt
  - Toad Smoothie
  - Spirit Spear
  - Horn of the Chieftain
  - Ancestral Stone
- **Hill Halfling**
  - Blinky
  - Ancestral Stone
  - Dent Maker
  - Ornate Dagger
  - Whisper Cloak
  - Pebble Friends
- **Copper Dwarf**
  - Rock Cleaver
  - Tunnel Blaster
  - Chest Piece
  - Brass Knuckles
  - Morning Star
  - Titanium Bracers
- **Wood Elf**
  - Star Blade
  - Arrow Volley
  - Sunfire
  - Magic Arrow Flurry
  - Shield of Light
  - Gaia's Bow
- **Warrior**
  - Amulet of the Bear
  - Hand Crossbow
  - Throwing Daggers
  - Lightning Blade
  - Chain Mail
  - Sword of the Ruby Guard
- **Mage**
  - Fireball
  - Magic Explosion
  - Ritual Dagger
  - Flame Shield
  - Obsidian Shards
  - Energy Drain
- **Rogue**
  - Shadow Blade
  - Thorn Trap
  - Hand Crossbow
  - Throwing Knives
  - Shadow Robe
  - Hornet Sting
- **Druid**
  - Bluethorn Staff
  - Magic Explosion
  - Wall of Roots
  - Wyrmtooth Blade
  - Murder of Crows
  - Magic Vortex
- **4 Round overview cards**
- **STOP card:**

  Put this card in the Storage box. You will only need it if you want to reset and restart the game later.

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Bronze Loot box
(64 cards for Bosses 1 and 2)

- **STOP card:**

  This is the front of the Loot deck.

- 32 advanced Action cards (➕ in the bottom right corner):
  - the remaining 4 Action cards per Hero
  - the remaining 4 Action cards per Class
- Item card: Backpack
- Item card: Healing Potion
- Rule card: Poison
- Boss card: The Prince
- **STOP card:** *The Prince defeated*

- 23 cards with (1)
  - 5 Loot cards
  - 17 Curse cards
  - Item card: Lucky Charm

- Rule card: Curses
- Boss card: Soul Huntress
- **STOP card:**

  Do not open the silver Loot box until you have defeated the Soul Huntress.





Silver Loot box
(64 cards for the Bosses 3-7)

- **STOP card:** *Soul Huntress defeated*

- 11 cards with (2)
  - 5 Loot cards
  - 5 Curse cards
  - Item card: Medical Bag

- Rule card: Panic
- Boss card: Aether Dragon
- **STOP card:** *Aether Dragon defeated*

- 16 cards with (3)
  - 4 Hero cards level 2
  - 5 Loot cards
  - 5 Curse cards
  - Item card: Grandpa's Glass Eye
  - Item card: Waterskin

- Rule card: Paralysis
- Boss card: Stone Golem
- **STOP card:** *Stone Golem defeated*

- 5 Loot cards with (4)

- Boss card: Three-Headed Ogre
- **STOP card:** *Three-Headed Ogre defeated*

- 9 cards with (5)
  - 4 Hero cards level 3
  - 5 Loot cards

- Boss card: Tentacolossus
- **STOP card:** *Tentacolossus defeated*

- 9 cards with (6)
  - 4 Class cards level 2
  - 5 Loot cards

- Rule card: Fire
- Boss card: Magmaros
- **STOP card:**

  Do not open the golden Loot box until you have defeated Magmaros.



Golden Loot box
(53 cards for the Bosses 8-10)

- **STOP card** *Magmaros defeated*

- 5 Loot cards with (7)

- Boss card: Bombossa
- **STOP card:** *Bombossa defeated*

- 29 cards with (8)
  - 4 Class cards level 3
  - 5 Loot cards
  - 20 Slime cards

- Rule card: Slime
- Boss card: Jelly
- **STOP card:** *Jelly defeated*

- 5 Loot cards with (9)

- Boss card: Madame Voodoo
- **STOP card:** *Madame Voodoo defeated*

- 5 Loot cards with (10)

- **STOP card:** *END*

