# BOSS FIGHTERS QR

## Rulebook

A cooperative campaign game for 2 to 4 Boss fighters
Ages 10+ by Michael Palm and Lukas Zach

Pegasus Spiele

Team up in ***Boss Fighters QR*** to take on 10 unique Bosses. Each Boss has their own special abilities and tactics. You'll only succeed if you recognize their patterns and develop a strategy to counter them.

Before you can face the first Boss, you must prove your skills in a short training fight.

# Contents

**All components are pre-sorted. Only open the individual boxes when instructed to do so!**



**3 Loot boxes with secret contents**
*(Bronze: 64 cards, Silver: 64 cards, Gold: 53 cards)*



**1 Storage box**
*with 62 cards*



**4 Hero boxes**



**1 box for Status tokens and Items**

## Status Tokens and Items

You'll only need the Status tokens and Items later in the campaign. For now, place them back in their box.



**30 Poison tokens**



**12 Panic tokens**



**12 Paralysis tokens**



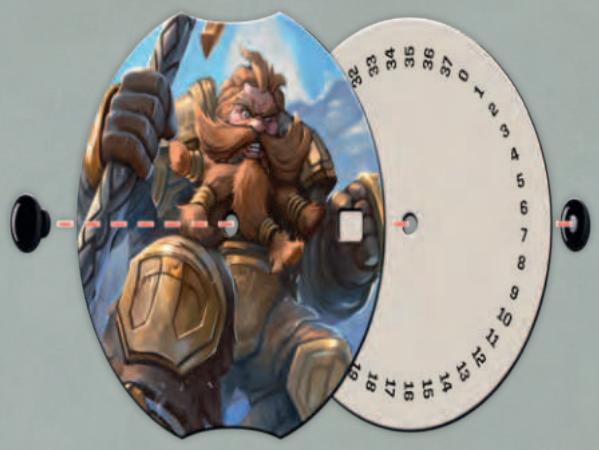
**18 Fire tokens**




**11 Items**

## 4 Health Counters

Before your first game, assemble the 4 Health counters as shown.



**Install the companion app before your first game. This is required to play the game.**
**You can find it at: https://boss-fighters-qr.com/en or alternatively scan the QR code.**
**Only launch the app when instructed to do so.**

**This rulebook will guide you through the game as you play your first session.**
**Do not read ahead until you want to start your campaign!**

# Starting the Campaign

Your campaign begins with a short training fight against Mr. Puppet, a lifelike dummy with no special abilities. This tutorial fight teaches you the rules of the game.

You'll play this fight with a reduced deck of beginner-friendly cards.

Once you've completed the training fight, you'll receive your remaining, more advanced cards and be ready for your first real Boss fight.

After each Boss, you'll unlock new, secret gameplay elements so prepare to be surprised!

# Game Setup

## Step 1

Open the *Storage box* and flip over the top *STOP card*. Behind it, you'll find **4 Hero decks** and **4 Class decks**. Each Hero deck includes **1 Hero card** and **6 Action cards**. Each Class deck includes **1 Class card** and **6 Action cards**.

**Important:** The cards are pre-sorted. If they get mixed up, you can sort them using the glyph symbols on the bottom left or right corners of each card.







*The **4 Hero decks**: Troll, Halfling, Dwarf, Elf*




*The **4 Class decks**: Warrior, Mage, Rogue, Druid*




***Each deck contains 6 Action cards***
*(Shown here: the Elf's Action cards.)*

## Step 2

Each player chooses 1 Hero deck and 1 Class deck to play with. Take all the cards from your selected decks and place them in front of you on the table.

***Example:*** *Lisa chooses the Copper Dwarf Hero and the Warrior Class, taking all 14 cards belonging to both decks.*

**Note:** If you're playing with 2 or 3 players, place the unused Hero decks in their respective *Hero boxes*. Also place all cards of one unchosen Class deck into each of those *Hero boxes*.

**You can change your chosen Hero and Class between any two fights.**

## Step 3

Place your Hero card and Class card side by side on the left in front of you (A).

Shuffle together your **12 Action cards** (6 from each deck) and place them as a **face-down draw pile** (B) below your Class card.
Leave space to the left for a **face-up discard pile** (C) and to the right for your **card play area** (D).

## Step 4

Take your **Health counter** (E) and set it to your **starting health**:
Add the health points listed on your **Hero card** and your **Class card**.




***Example:*** *Lisa is playing as the Dwarf Warrior.*
*Her starting health is: 14 + 10 = 24.*

## Step 5

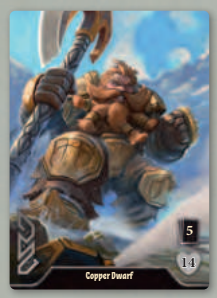
Behind the Hero and Class decks, you'll find **4 Overview** cards.
Take one and place it in front of you with the *round summary* side facing up (F).

## Step 6

Place the **Poison tokens** within easy reach in the center of the play area.



### Hero card




(A)

### Class card



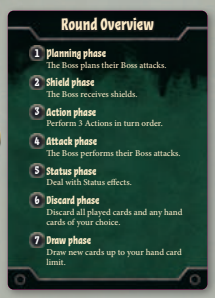

### Health counter

(E)




### Overview card

(F)




(C)

### Discard pile

(B)



### Draw pile

(D)




### Card play area

## Step 7

Start the **app** and place your **smartphone or tablet** in the center of your play area.

**Note:** Make sure your device is fully charged, or plug it into a power source now. If the battery dies, you might lose your current fight. The same will happen if you close the app mid-fight.

When launching the app for the first time, you'll be asked to grant access to your device's front camera. This is required so the app can scan the QR codes on your cards as you play.

Next, the app will ask you to choose a **group name**. Enter your group's name and confirm. Then tap: ***Let's go!***

**Note:** You can create additional groups later by tapping your current Hero group's name. The included supplementary sheet explains how to reset the game to its original state.

## Step 8

Now it's time to tell the app where each player is sitting.

Scan your Hero and Class cards **one after the other**. Hold each card steady **about 15 cm** away from your device's **front camera**, with the QR code **facing the camera**. The app will detect which Hero and Class you're playing. Then tap the ***Your Name*** field, enter your name, and confirm. Next, choose a **seat** along the edge of the screen that matches your real-life position at the table.

**Note:** If you chose the wrong seat or forgot to enter a name, you can move your Hero back to the selection screen by tapping on them. To delete a Hero, tap the trash can icon .

Once everyone has selected their seats, tap the green arrow to continue.

**Tip:** If the app has trouble reading the cards, try placing a large white sheet of paper under your device to improve light reflection. Also, increase the room's brightness if possible.

## Step 9

You'll now arrive at the **Boss selection screen**.
For the training fight, tap on ***Mr. Puppet*** to open the **Boss information screen**.

### Boss Information Screen

Tap ***Legend*** to view a brief description of the Boss. Feel free to explore this. These texts often contain useful clues that might help you in your fights, especially against later Bosses.

When you're ready, start the Boss fight by pressing the green arrow again.



# Gameplay

### Round Sequence

Each Boss fight consists of several **rounds** and ends when either the **Boss's life** is reduced to 0 (in which case you **win**), or the health points of **ONE Hero** fall to 0 (in which case you **lose**).

Each round has **7 phases**, which are played through in order:

| | |
|---|---|
| **1. Planning phase:** | The Boss plans their Boss attacks. |
| **2. Shield phase:** | The Boss receives Boss shields. |
| **3. Action phase:** | You each take turns performing 3 Actions. |
| **4. Attack phase:** | The Boss carries out their Boss attacks. |
| **5. Status phase:** | Poison takes effect. |
| **6. Discard phase:** | You discard all played cards, as well as any hand cards of your choice. |
| **7. Draw phase:** | You draw new cards. |

### Hand Cards

At the beginning of each fight, draw cards from your draw pile and place them in your hand so that only you can see the fronts. The number of hand cards you may draw is determined by the hand card values on your Hero and Class cards, just like with Health points.




***Example:** Lisa plays the Dwarf Warrior. She may draw 5 + 1 = 6 cards.*

As you will see, a blue box with a **check mark** wiggles on the screen . Whenever you see this check mark, the app is waiting for confirmation before continuing. Press the check mark to begin Round 1.

**Read on before you begin playing cards.**

## Round 1

### Phase 1: Planning phase

**Phase 1** is handled automatically by the app. As you will see, a symbol with a number appears next to your Hero portraits. This is the planned **Boss attack**. In Phase 4, you will take damage equal to the **Boss attack value** (the number above the symbol). Fortunately, you take your turns before this, and can reduce the value through your Actions—ideally to 0.

### Phase 2: Shield phase

The app skips **Phase 2** in the first round. We will explain this phase later.

### Phase 3: Action phase

In **Phase 3**, which the app is now in, it is your turn. **Choose now who will start the first round** by pressing their Hero portrait in the app. **Then return here to continue reading**.

In this phase, players take turns in clockwise order. **Each player gets 3 turns** and may **perform 1 Action** per turn.
The **white dots** above your portraits show how many Actions you still have left this round.

For now, each Action allows you to play 1 hand card—more options will become available later.

### Card Effects

Each card has 1 or more effects, which are resolved in order. At this stage, you have cards with the following effects:

There are **Melee**, **Ranged**, and **Magic Attacks**. When you play an Attack, you deal damage to the Boss equal to the **Attack's strength**. The difference between Melee, Ranged, and Magic only becomes relevant later.

**Supports** work almost like Attacks. When you play a Support, it deals damage to the Boss equal to the **Support's strength**. However, a Support **only works** if an **Attack of the same damage type has already been played** this round by any player (including yourself).
Keep in mind that Supports are not considered Attacks. **Some effects later refer specifically to Attacks, and do not apply to Supports** (or vice versa).

**Protection** reduces the damage that Boss attacks would deal to you in Phase 4. You have already learned that the Boss attack value next to your portraits indicates how much damage you will take later. If you play a Protection, you can choose 1 person (including yourself). The Boss attack against this person is reduced by the amount of Protection.

When you play a **Lightning**, you may immediately take 1 additional Action after your current one (i.e., play 1 more card). A new yellow dot will appear above your portrait.

If you play a **Heal**, you regain health points. Increase your health points on your Health counter by the corresponding value.

**Important:** You may never increase your health points above the starting health points you set at the beginning of the game.

If you take **damage by a card**, reduce your health points on the Health counter by the corresponding value. If a Hero's health points fall to 0, **you lose immediately**.

**Draw** allows you to draw cards from your draw pile and take them into your hand. During the Action phase, you may hold more cards in your hand than your hand card limit. The hand card limit is only important in Phase 6 and Phase 7.

This symbol stands for a **special effect**, which is described in the text field on the card.

**You may talk about the cards in your hand and their effects, but you may not mention their numbers.**

Now take turns playing cards in clockwise order by holding them about 15 cm away from your device's camera. The app knows all the cards and will resolve their effects accordingly.

**Important:** Place played cards in your play area. You may only place them on your discard pile in *Phase 6: Discard phase* of this round.

**Only continue reading when the app prompts you to do so!**

As you have no more Actions, Phase 3 ends and Phase 4 follows.

### Phase 4: Attack phase

In **Phase 4**, the Boss performs their Boss attacks. If you have not managed to reduce the Boss attack values next to your portraits to 0, you will now receive damage. The app will tell you what happens. Now press the check mark and continue reading here when all Boss attacks have been executed.

### Phase 5: Status phase

We'll skip **Phase 5** for now and move straight on to Phase 6.

### Phase 6: Discard phase

In **Phase 6**, place all the cards you have played in your play area into your discard pile.

Pay attention to your **hand card limit** in this phase (the sum of the two hand card values on your Hero and Class card). If you have more cards in your hand than your hand card limit allows, you must discard cards until the number of cards in your hand matches your hand card limit again.

Additionally, you may discard as many of your remaining hand cards as you like if, for example, you think that you won't be playing the cards in the next round anyway.

Press the check mark when you have finished discarding cards.



### Phase 7: Draw phase

In **Phase 7**, you draw new cards from your draw pile and add them to your hand. Draw cards up to your hand card limit, as at the start of the game.

**Important:** If your draw pile is empty, **immediately** shuffle your discard pile and form a new draw pile.

This can also happen during an Action phase. In this case, make sure that you do **not** shuffle the cards currently in your play area! You only place those on your discard pile in Phase 6.

Press the check mark in the app when you have finished drawing cards to end the round and begin the next round.

## Round 2

### Phase 1: Planning phase

After the Boss has performed Phase 1 of the new round, the Boss attacks that the Boss will perform in Phase 4 are once again shown left of your portraits. As you can see, additional symbols have now appeared to the right of your portraits: the **additional effects**.

If you do not reduce the Boss attack to 0, you will not only receive damage in Phase 4 but also the additional effect (in this case **2 Poison tokens**). Place them on your Hero cards; they will have an effect in Phase 5.

If you reduce the Boss attack to 0 during the Action phase, you will receive **neither damage nor additional effects.**

### Phase 2: Shield phase

The Boss has already completed Phase 2. As you can see, the Boss has received **3 Boss shields** in the middle of the screen. When you hit the Boss, your damage doesn't directly affect their life, but first affects the shield you hit (Melee, Ranged, or Magic). Only once a shield is destroyed can you deal damage to the Boss using that damage type.

But don't worry: you don't have to destroy all 3 Boss shields every round. You can coordinate and decide which type of damage you want to use. It's best to focus on 1 or 2 shields.

### Phase 5: Status phase

Poison takes effect in every round during **Phase 5** (which we skipped in the first round). For each Poison token on your Hero, you take 1 damage.

**Important:** Poison tokens and many other Status tokens you will learn about later, stay with you **until the end of the fight**. This means you will take this damage each round.

**Now try to defeat the Boss.**
**Read on once you've done that.**



**Congratulations! You have successfully completed the training fight.**



Now open the **bronze Loot box**. Inside you'll find the first part of the **Loot deck**. The cards in this deck are sorted, so be careful not to mix them up. Turn over the top card of the Loot deck and follow its instructions.

Then read the further rules.

# Further Rules

## New Action Cards

You have received your remaining, slightly more challenging Action cards. Look at your new Action cards and read them aloud to each other. Then add your Action cards to your deck. **Shuffle your deck before each Boss fight**.

If you have any questions about the new Action cards, you can find some explanations on page 11.

## Target of Effects

Many effects target exactly 1, 2, or all Heroes. The symbol within the effect tells you how many Heroes are affected:

: This effect affects 1 Hero.
: This effect affects 2 different Heroes.
: This effect affects all Heroes.

## Items

You have received the first 2 Items: the **Healing Potion** and the **Backpack**. Lay out the two **Item cards** at the edge of the playing area. Then take the **Backpack token** and **1 Healing Potion token per Hero** and place them either on the card illustrations or near your device.

There is now a new Action: **Use 1 Item**. Simply take the corresponding Item and hold it over the camera.



If you use the **Backpack**, you may draw **3 cards** from your draw pile. You can use the Backpack an **unlimited number of times**.



If you use 1 **Healing Potion**, you may heal a Hero of your choice. That Hero regains **8 health points**. You have **1 Healing Potion per Hero** per Boss fight. However, a Hero can use more than one Healing Potion during the fight. Set aside used Healing Potions for the rest of the Boss fight.

**Important:** Use Healing Potions in time, especially when a player has fewer than 10 health points, otherwise the fight might be over before you know it!

## Boss Symbols

All Bosses have different abilities controlled by the app, which can occur at any time during a round. There are 5 types of Boss abilities. Above each Boss ability, you will see a symbol indicating the type.



This symbol stands for the **Boss attacks**.



This symbol stands for abilities that become active when the Boss's life falls below a set **threshold**.



This symbol stands for abilities that are a **direct reaction to your Actions**. You may be able to avoid these by changing how you play.



This symbol is almost as important as the reaction symbol. It stands for **regularly recurring abilities** (every round, every second round, etc.). It's important you learn their exact rhythm to prepare yourselves.



This symbol stands for **Boss shield effects**.

## Target of Boss Abilities

Some Boss abilities specify which Hero they affect. If multiple Heroes match the criteria, you may choose freely among them.

***Example:*** *The Boss uses the ability Onslaught: "The Hero with the most health points loses 3 health points." If 2 or more Heroes have the most health points, you may choose 1 of them to lose the 3 health points.*

## Golden Boss Rule

In every Boss fight, you may encounter elements that are not explained in this rulebook. This is intentional. Find out what special abilities and effects the Bosses have and how you can counter them. We recommend that you both talk openly about the Boss's abilities during the fight and plan together how you want to counter the Boss's abilities.

**Important:** Communication is crucial for success and fun!

## Time for Regeneration

Between Boss fights, your Heroes recover from their efforts. Reset your health points to the starting value before each fight, discard all Status tokens, shuffle all your Action cards and form a new draw pile.

## Defeat

If a Hero's health points drop to 0, you have lost! If this happens to you, you must press the **skull** in the top left corner and give up.

### Why are the health points not displayed in the app?

We decided to use Health counters because there are many card effects and Boss abilities that affect your health as the game progresses.

Most of these effects can be resolved quickly and easily with Health counters. If health points were tracked by the app, it would require both more inputs and more scanning of cards, which would unnecessarily slow down the flow of the game.

## Saving the Game

If you want to save the game, place your Hero and Class cards as well as all your Action cards in your personal *Hero box*. Place all Status tokens and Items in the *box for Status tokens and Items* and all other general cards (you will unlock many cards during the course of the campaign) in the *Storage box*.

## Settings

Tap on the **gear icon** to open and change the game settings.

## Rule Cards

Lay out all Rule cards at the edge of the playing area. They help you to remember important rules.

## Boss 1: The Prince

You are now ready for the first real Boss fight. Click on the first Boss in the menu: ***The Prince***. You will be taken to the **Boss information window**.

In each Boss information window, you will find initial information about the Boss at the top: the Boss's life, the round in which the Boss becomes enraged and the Status effects that the Boss uses. Also read the information on the Boss card that you have received.

Then select your **difficulty level** (see next section) and start the Boss fight.

## Difficulty Level

For each of the 10 Bosses, you can choose 1 of 4 difficulty levels in the Boss information window:

**Beginners (for Families):** You mostly play simple games with few rules.

**Advanced (for Families/Connoisseurs):** You play games more often, but rarely more complex ones.

**Professionals (for Connoisseurs/Experts):** You like to play demanding games with lots of rules and love a challenge. You are prepared to tackle Bosses twice—if that's what it takes.

**Insane (for Experts):** You like to play the most complex games and are prepared to tackle Bosses multiple times. You want the maximum challenge!

Now select a difficulty level that suits you. You can change it **before each Boss fight** if you feel that the last fight was too easy or too difficult for you.

# Card Explanations

**This page explains some cards with slightly more complex abilities.**
**If you don't have any questions, you can start playing.**

**Important:** Some Action cards allow you to play or look at the top cards of your draw pile. If there aren't enough cards in the draw pile, play or look at the remaining cards first. Then shuffle the discard pile to form a new draw pile. Then you play or look at the remaining cards from the new pile.

## Anti-Boss-3000

You may only play Anti-Boss-3000 **once** per Boss fight. After playing it, return the card to your *Hero box*.

The next time the Boss uses an ability during this fight, the ability is completely prevented. You'll get a message in the app, but you won't learn what the effect would have been. It's best to use Anti-Boss-3000 when you have a good idea of what you're trying to prevent.

## Déjà-Vu

If you play Déjà-Vu, you may play a card of your choice from your discard pile again. You may look through your entire discard pile. If your discard pile is empty or you do not want to play a card from your discard pile, play the top card of your draw pile instead.
Note that the cards in your card play area are not yet in your discard pile—so you may not use Déjà-Vu to replay a card that you played in the current round.

## Meteor Shower

Meteor Shower hits the Boss with a Melee, Ranged, and Magic Attack. Each Attack deals a random amount of damage: 1, 2, or 3. All 3 results are equally likely.

## Phoenix Owl

Phoenix Owl only works if you play an **Attack** next. If you play a Support or a different kind of card instead, no one is healed. The app will notify you in both of these cases.

## Smoke Bomb

It's best you play the Protection effect of this card on a Hero, who is targeted by a Boss attack with an additional effect. That way you not only reduce the damage of the Boss attack but also remove its additional effect (e.g., Poison).

## Chivalrous Assistance

This card lets you redirect a Boss attack targeting another Hero to yourself. Your own Boss attack and additional effect are skipped—which is usually a good trade.

## Curse of the Raven

After playing this card, place it face-up next to your Hero card. Leave it there until you use it to block the effect of a Boss ability targeting you.
Each time a Boss's ability affects you (among others), you can choose to use Curse of the Raven to prevent its effect on you. If you do so, move Curse of the Raven to your discard pile.

**Important:** Curse of the Raven only blocks the effect on you. All other Heroes are still affected.

***Example 1:*** *The Boss uses the ability Poison Breath. All Heroes take 3 damage and get 2 Poison tokens. If Curse of the Raven is next to your Hero card, you can discard it to avoid the damage and Poison. The other Heroes are still affected.*

***Example 2:*** *The Boss uses the ability Paw Slash. The Hero with the most health takes 5 damage. If you don't have the most health, you're not the target, so you can't use Curse of the Raven.*

## Poison Blade and Viper Tooth

These cards poison the Boss. Like Heroes, the Boss takes 1 damage per Poison symbol during Phase 5.

# New Rules for Boss 2

## Loot Cards

You've just received the first five **Loot cards** from the Loot deck. After each successful Boss fight, you'll earn more. Loot cards are easily recognizable by their golden border and the star symbol in the bottom-left corner.

Read through the effects of the five cards together. Then, each player selects one Loot card to add to their deck.

Place any unchosen Loot cards in the *Storage box*. You can swap your chosen Loot cards before each Boss fight.

**Important:** You may only have one Loot card per **star level** in your deck.

## Advanced Fight Preparation

From now on, you can adjust your decks before each Boss fight. For every Loot card you've earned, you may remove one Action card of your choice from your deck. You're also free to remove fewer cards, or none at all! The only requirement is that your deck has **at least 20 cards** at the start of each fight.

## New Item: Lucky Charm



A new Item is now available to you: the **Lucky Charm**. Place it with the other Items near your device.
To use it, simply play the top card of your draw pile.

With a bit of luck, it'll be a powerful card that fits the current situation.

**Important:** Any Lightning effects on this card are ignored when using the Lucky Charm!

## Made a Mistake?

Mistakes can happen in the heat of a Boss fight. Maybe a Hero played a card out of turn, or the wrong Item was used by accident.
Don't worry! There's no "undo" button, as that would interfere with some Boss mechanics. Try to come up with a fair way to fix the mistake. If that's not possible, just continue playing according to the standard rules.

## Did you know . . . ?

Win or lose, these tips can make a big difference. Have you already figured them out?

1. Plan who will start the round carefully. That player might help the group by drawing cards or playing an Attack that enables others to play Supports of the same damage type.

2. Discuss what damage types you want to focus on. It's often more effective to target just one or two of the Boss shields. Damaging a shield you won't break or doing barely any damage after breaking is often a waste.

3. Don't just use Protection effects, extra Actions, or card draw powers on yourself. Other Heroes might benefit more. Just ask them before playing the card.

4. If you ever feel stuck with unhelpful cards, remember the *Backpack* that you can always use to draw new cards.

5. **Most important:** Don't forget the Healing Potions! You can use them on other Heroes too, not just yourself. Don't wait too long because if even one Hero drops to zero health, the game is over!

## Curses



There are **17 Curse cards** in the Loot deck. Shuffle them before each fight to form a face-down **Curse pile** and place it within easy reach.

Whenever a Hero **receives a Curse, draw one card from the Curse pile** and place it **face-down next to that Hero's card**—without looking at it!

At the start of the next ***Phase 3: Action Phase***, flip over all received Curse cards and resolve their effects.

Most Curses are discarded at the end of the Action phase. **Instant Curses** take effect immediately, then go to the discard pile. **Permanent Curses** stay in front of the Hero until the end of the fight.

## Boss 2: The Soul Huntress

The next Boss awaits you: the **Soul Huntress**. Read the Boss card now, if you haven't already done so, and adjust your difficulty level if necessary. Then start the fight.

# New Rules for Boss 3

## New Item: Medical Bag



You now have a new Item at your disposal: the **Medical Bag**. Take the Medical Bag and place it near your device as usual. If you use the Medical Bag, you may remove 2 of your own Status tokens.

## Panic tokens



If you receive 1 Panic token, place it on your Hero card. If you have 1 or more Panic tokens, you may only play hand cards at random:

If you want to play a hand card, shuffle your hand cards and randomly draw 1 of them to play. **Immediately discard 1 Panic token after playing the card!**

You may continue to use Items of your choice. Panic tokens do not affect this.



## Did you know . . . ?

You think you already know how to fight the Bosses blind? Here are some more tips and tricks that you may not yet know on your way to becoming a pro.

1. You should use Protection effects to reduce the Boss attacks exactly to 0 if possible so as not to waste any points of Protection. Also try to reduce the Boss attacks with additional effects to 0 first.

2. Don't just pay attention to your own defense, but also do enough damage to the Boss, otherwise he will enrage at some point and things will really start to get uncomfortable.

3. Try to find out together when the Boss uses which ability. Many abilities occur regularly. Be prepared for this. Some Boss abilities are triggered in response to your Actions. Only if you know the exact trigger can you decide what to do about it.

4. In Phase 6, think together about which cards you want to discard and which you want to keep for the next round.

5. Give Heroes with low health points a Healing Potion quickly. Bosses can do unexpected things and the game can end unexpectedly, unfortunately rarely in a positive way.

6. And the most important thing: talk, talk, talk. Discuss your Actions well with each other instead of simply carrying them out. Let the others participate in your moves so that they know what is happening. They have plans too and there may be a better way to get the most out of your moves. This becomes even more important as your Heroes level up and gain their individual abilities.

## Boss 3: The Aether Dragon

You are now ready to fight the **Aether Dragon**. Read the Boss card now, if you haven't already done so, and adjust your difficulty level if necessary. Then start the fight.

# New Rules for Boss 4

## Paralysis Tokens



When you receive a Paralysis token, place it on your Hero card.

For each Paralysis token, your hand limit is reduced by 1. This only matters during *Phase 6: Discard phase* and *Phase 7: Draw phase*.

During the Action phase, you may hold more cards than your hand limit due to draw effects. Paralysis tokens must be kept until the end of the fight but can be removed by effects (for example, the *Medical Bag*).

## Heroes Level 2

Your Heroes have gained experience and leveled up. From now on, each Hero has their own unique Hero ability. Read these abilities aloud to each other.

## New Items: Waterskin and Grandpa's Glass Eye

Two new Items are now available: the **Waterskin** and **Grandpa's Glass Eye**.

Place the Waterskin with the other Items near the device. Grandpa's Glass Eye can only be used by the Troll, so place it next to the Troll's Hero card. If the Troll isn't playing, place Grandpa's Glass Eye in the Troll's Hero box.



Using the Waterskin restores 3 health points.



If the Troll uses Grandpa's Glass Eye, either as an Action or with their Hero ability, they may look at the top 3 cards of their draw pile and put them back in any order they choose.

**Reminder:** If you need to draw more cards than remain in your draw pile, first draw all remaining cards. Then shuffle your discard pile to form a new draw pile and draw the remaining cards.

## Boss 4: The Stone Golem

You are now ready to face the **Stone Golem**. Read the Boss card if you haven't already, adjust the difficulty if needed, and then start the fight.

# New Rules for Boss 5

No new rules are introduced with this Boss. Instead, let's review some commonly forgotten rules:

1. First, place played cards in your play area; they are only moved to your discard pile during *Phase 6: Discard Phase*.
2. Shuffle your discard pile **immediately** when your draw pile is empty.
3. You must keep Poison and Paralysis tokens until the end of the fight unless removed by an effect.

## Boss 5: The Three-Headed Ogre

You are now ready to fight the **Three-Headed Ogre**. Read the Boss card if you haven't already, adjust difficulty if needed, and then start the fight.

# New Rules for Boss 6

## Heroes Level 3

Your Heroes have become tougher and now have more health points!

## Boss 6: Tentacolossus

You are now ready to fight **Tentacolossus**. Read the Boss card if you haven't already, adjust difficulty if needed, and then start the fight.

# New Rules for Boss 7

## Fire Tokens



If you receive 1 Fire token, place it on your Hero card.

For each Fire token, during *Phase 5: Status Effects*, you must draw 1 card from your draw pile. Then decide whether to remove this card for the rest of the Boss fight **OR** place it on your discard pile and lose 2 health points.

**Special case:** If you need to draw cards during the game but both your draw pile and discard pile are empty, you skip drawing cards.

## Class Abilities

From now on, your Classes also have their own abilities. Read them to each other.

## Boss 7: Magmaros

You are now ready to face **Magmaros**. Read the Boss card if you haven't already and adjust your difficulty level if needed. Then start the fight.

# New Rules for Boss 8

## Ticking Bomb



Place the **Ticking Bomb** near your device for this Boss fight only.

## Boss 8: Bombossa

Before you can fight **Bombossa**... you don't need to learn any new rules this time. Read the Boss card if you haven't already and adjust your difficulty level if needed. Then start the fight.

# New Rules for Boss 9

## Slime Cards and Lost Pile

Each Hero has their own face-up **Lost pile** above their Hero card, which is empty at the beginning of the fight. The next Boss will occasionally tell you to place a played card onto your Lost pile. A card in your lost pile is a **lost card**.

Cards in the Lost pile can no longer be used for the rest of the fight unless you retrieve them by playing a Slime card (see below).

In the Loot deck you will find 20 Slime cards, all with the same effect. Place these Slime cards as a Slime pile near your device.

The next Boss will occasionally tell you to draw 1 Slime card. You may **not** discard Slime cards from your hand during *Phase 6: Discard phase*! (Even if you have more Slime cards than your hand limit allows.) Slime cards are hand cards and will block your hand as the fight progresses.

If you play a Slime card during the Action phase, return it to the Slime pile. Then you may move up to 2 cards of your choice from your Lost pile to your discard pile.

## Boss 9: Jelly

You are now ready to face **Jelly**. Read the Boss card if you haven't already and adjust your difficulty level if needed. Then start the fight.

# New Rules for Boss 10

## Voodoo doll



Place the **voodoo doll** near your device for this Boss fight only.

## Boss 10: Madame Voodoo

You have fought through many Bosses and managed to defeat them all. Now you are ready for your final test: the fight against **Madame Voodoo**.
Read the Boss card and then start the fight. Good luck!

# End of the Journey?

**You did it! You actually defeated all 10 Bosses! Behind you lies a journey where many groups of Heroes before you have failed. But is this the end of your adventure? Probably not, because new dangers are lurking everywhere and it won't be long before you encounter new challenges and Bosses. So be sure to check our website or the app regularly to stay updated on the latest news. You can also try to beat all Bosses on a higher difficulty level and with new Hero combinations.**

# Credits

**Game Design:** Michael Palm and Lukas Zach
**Cover Illustration:** KRASS KOLLEKTIV (Artur Fast, Timo Mimus, Maximilian Jasionowski)
**Game Illustrations:** Bartłomiej Kordowski, KRASS KOLLEKTIV (Artur Fast, Timo Mimus, Maximilian Jasionowski)
**App Development:** Brave Squire GmbH (Florian Feith)
**Graphic Design:** Jens Wiese
**Realization:** Sebastian Hein

Pegasus Spiele GmbH, Am Straßbach 3, 61169 Friedberg, Germany.
© 2025 Pegasus Spiele GmbH.

v1.0 All rights reserved. Reprinting or publishing the instructions, game materials, or illustrations is only permitted with prior authorization.

The authors would like to thank the many playtesters for their valuable feedback. Special thanks to André, Andree, Anne-Kathrin, Annika, Babs, Benny, Clancy, Daniel, Demian, Eileen, Elena, Enno, Eric, Felix, Florian, Hannah, Hannes, Jacqui, Jakob, Justus, Jonathan, Josia, Klaus, Lars, Lisa, Maddie, Mario, Marta, Martin, Moe, Nathan, Nicky, Paul, Philipp, Phoebe, Ronja, Silas, Simon, Stivie, Udo, and Vanessa.

Special thanks go to Sebastian, who gave the Bosses a serious level-up; to Florian, who programmed the app all on his own; and last but not least to the many Pegasus supporters, who tested the game together with their playgroups.



*Playing is Passion!*
*www.pegasus.de/en*

Pegasus Spiele