



Advanced Rules Guide

Greetings, Boss Monsters! If you're eager to slay adventurers and build dungeons in *Boss Monster*, but the basic rulebook left you with some questions, you've come to the right place. Whether you're looking to clarify a particular rule or delve into all the details, these rules expand upon what's covered in the [Boss Monster instruction booklet](#).

Five Rules to Remember

In our experience, here are the top five rules clarifications requested by advanced gamers after an introductory session of *Boss Monster*:

- **Treasure Type Matters, But Only For Advanced Rooms:** You must build an Advanced Room on an ordinary or Advanced Room that matches its treasure type. Room subtype (Trap or Monster) does not need to match. You may build an ordinary Room adjacent to your dungeon entrance (if you have less than five visible Rooms in play) or on top of any other Room. You can always play an ordinary Room over another Room of any type, regardless of treasure type or room subtype.
- **Destroyed Rooms Reveal What's Beneath:** When a Room is destroyed, the Room underneath it is revealed and comes into play. This does not trigger "when you build this Room" effects from the revealed Room. If a Hero is in a Room when it is destroyed, that Hero immediately exits the Room and (if it survives) moves to the next Room. (Damage and abilities of the Room underneath the destroyed Room do not affect the Hero exiting the Room.) If there is no Room underneath the revealed Room, the "hole" created by the destroyed Room immediately closes and any Rooms to the left of the destroyed Room slide to the right.
- **Active Player Has Priority:** You are the "active player" when it's your turn to play a Room face-down, or when Adventurers are moving through your dungeon. You may play a Spell or Room Ability when another player is active, but they can react with their own Spells and Room Abilities, and those all resolve before your effect.
- **No Spells or Abilities After You Reveal:** The Build phase ends when Rooms are revealed. Build effects ("When you build this Room...") and Level Up powers take place immediately, in XP order. However, no Spells or activated abilities may be played at this time. Spells with the Build (hammer) icon must be played before Rooms are revealed. If you build a Room with an activated ability, you cannot use that until the Adventure Phase.
- **Heroes Pause in Each Room:** Each time a Hero enters a Room, apply any Hero abilities (and/or Item abilities) first, then any ongoing effects from the Room, then damage. Spells and abilities may not interrupt this process. Once a Hero has been damaged by a Room, any player may use Adventure Spells or other abilities. Then the Hero exits the Room and is either killed or survives. In a tournament setting, you should pause after each Room deals its damage to see if another player has an action to declare that will affect the Hero's survival.

If you still have questions, read on!

Sequence of Play

Here is a more detailed look at the full sequence of play. While the turn order can be loose in a casual game, more advanced gamers may appreciate following the more rigid official turn structure. This sequence may also answer some questions about order of effect and priority.

Setup (No Spells or abilities can be played)

- Each player draws 5 Room & 2 Spell cards, then discards any 2 cards.
- Each player places a Room card face down to the left of their Boss, to start their dungeon.
- Simultaneously reveal all Room cards. Resolve any Rooms with “when you build this” effects in XP order.

1. Beginning of Turn (No Spells or abilities can be played)

- a. Reveal one Hero card for each player in the game and place in the Town in the order revealed.
- b. Each player draws one Room card in order of XP.

2. Build Phase

- a. Activate each player in order of XP. The following actions can be taken in any order:
 - Active player may – play *Build* Spells or activate abilities.
 - Active player may – place a single Room card face down in his or her dungeon.
 - Non-active player – play *Build* Spells or activate abilities. Active player’s Spells/abilities will always take priority and resolve first, even if they are declared in response to a non-active player.Repeat step 2a for every player.
- b. Simultaneously reveal all face down Rooms placed in 2a.
- c. The highest-XP player resolves any applicable Level Up effects and "When you build this Room" effects, followed by lower-XP players. You may not play Spells or activate abilities at this time.

3. Bait Phase (No Spells or abilities can be played)

For each Hero in Town, resolved in first-in, first-out order:

- a. Each player adds up the total treasure value of their dungeon corresponding to that Hero’s treasure type.
- b. That Hero is placed at the dungeon entrance of the dungeon with the highest treasure value.
- c. If the highest treasure value is tied (or if no player has any relevant treasure) the Hero remains in Town.

4. Adventure Phase

Activate each player in order of XP:

- a. For each Hero at that player’s dungeon entrance (resolved in order of arrival in phase 3):
 - Hero moves through each Room in the dungeon in turn, from the entrance toward the Boss.
 - Each time a Hero enters a Room, apply any Hero abilities first, then any ongoing effects from the Room, then damage. Spells and abilities may not interrupt this process.
 - Before a Hero enters the dungeon, after a Hero has been damaged by a Room, or before a Hero enters the next room, players can play *Adventure* Spells or activate abilities. The active player’s Spells/abilities will always take priority and resolve first, followed by other players in XP order.
- b. Any Hero that exits a Room with damage equal to its Health is killed. It is placed *face down* in the active player’s scoring area. It grants a number of Souls equal to the diamond icons on its card back.
- c. Any Hero that survives the dungeon and reaches the Boss card is placed *face up* in the active player’s scoring area. It deals a number of Wounds equal to the blood drop icon on its card back.

Repeat steps 4a – 4c for every Hero at the active player’s dungeon entrance.

Repeat the Adventure Phase for each player in order of XP, even players without a Hero in their dungeon.

5. End of Turn Phase (No Spells or abilities can be played)

- a. Any “until end of turn” effects are resolved.
- b. Any deactivated Rooms are turned upright.
- c. Check for end of game:
 - i. Any player with 5 or more Wounds loses the game (regardless of Soul count).
 - ii. Any player with 10 or more Souls (and less than 5 Wounds) wins the game.
 - iii. If all players meet either of the conditions above, then subtract their Wounds total from their Soul total - the highest result is the winner.
 - iv. After step *iii* If there is still a tie, then the player with the lowest XP is the winner.

Card Rule Clarifications

While the rulebook and the advanced rules above contain everything you should know to adjudicate a question about a particular card, here are some specific clarifications to help answer questions on individual cards. If a card is not listed here, it is because the rules are considered fully self-explanatory. If you see a card here you do not recognize, it may be a limited edition promo card. For a full list of Boss Monster cards, visit bossmonster.wikia.com.

All-Seeing Eye

- Because its cancel effect is a card ability rather than a Spell, it cannot be prevented with Counterspell.

Assassin

- This card can be played on a Hero after a Room has dealt enough damage to kill that Hero, as long as it is declared before the Hero exits the Room. (Rooms deal damage first, but players have a chance to play Spells and effects before a Hero exits a Room and death or survival is resolved.)

Beast Menagerie

- Building this Room does not trigger its own ability (because the text specifies "another.")
- Building a Room over Beast Menagerie does not trigger this card's ability, because its ability text is inactive when covered.

Bone Crank

- If you deactivate a Room (owned by a lower-XP player) that would have triggered their Boss card's Level Up ability, that Level Up ability does not trigger until the End of Turn phase, when the room reactivates.
- If you deactivate a Room (owned by a lower-XP player) that would have triggered a "When you Build this Room" effect, that effect does not trigger until the End of Turn phase, when the room reactivates.

Bottomless Pit

- If this Room is in your dungeon and a Hero enters it, your activation of its ability takes priority over any effect from an opponent because you are the active player. If an opponent wants to deactivate or destroy this Room to prevent you from using it, they must do so while the Hero is in a previous Room.
- If you kill a Hero with Bottomless Pit, the dead Hero does not trigger any effects (such as "If a Hero dies in this Room" effects) of a Room revealed by Bottomless Pit's destruction.

Boulder Ramp

- This ability can be activated multiple times per Hero if you have multiple Rooms to "feed" to the ability.
- The damage from this Room ability only applies to one Hero and does not carry over to the next Hero that enters the Room.

Cave-In

- A Room destroyed by Cave-In (or any other external effect) does not gain the effects of its "Destroy this Room" ability.
- Like any effect that targets a Room, this must target an active (visible, non-deactivated) Room.

Centipede Tunnel

- When you move Rooms with this card's effect, any Rooms beneath the affected Rooms are also affected. "Room stacks" always move together.

Cerebellus, Father Brain

- If you have Spell cards in your hand other than the ones drawn by this effect, you may choose one of those to discard.

Cleopatra, Mother of Mummies

- If neither the Room deck nor the discard pile contains an Advanced Trap Room, this card's ability is wasted.
- If you do not have a Room with a matching Treasure type, you may keep the Advanced Room in your hand.

Construction Zone

- Because this card's ability takes effect after Rooms are revealed, you may use it to play one Room, then another on the same "Room stack." This means you may reveal Construction Zone, then build an Advanced Room over your Construction Zone in the same turn.

Counterspell

- Because it is a cancel effect, this Spell takes priority even when played by a non-active player.
- If a series of cancel effects are played, the most recently played effect takes priority. This makes it possible to Counterspell a Counterspell, regardless of XP order.

Dark Altar

- If you are the active player and an opponent casts a Spell while a Counterspell is in the discard pile, you may destroy Dark Altar to take a Counterspell from the discard pile, put it into your hand, and cancel the opponent's Spell.

Dark Laboratory:

- If you have Spell cards in your hand other than the ones drawn by this effect, you may choose one of those to discard.

Demigod

- If two or more players are tied for fewest Wounds, the Demigod stays in town until the tie is broken.

Dizzygas Hallway

- The "next" Room in your dungeon is the adjacent Room immediately to the right of Dizzygas Hallway. If that Room is deactivated, or if there is no Room to the right of Dizzygas Hallway, ignore this ability.

Dracolich Lair

- Like any effect that targets a "Room," this may target an ordinary Room or Advanced Room.
- If you do not have two Room cards to pay the activation cost, you may not activate this ability.

Elicon, the Ant Cannon Dragotroll King

- This only doubles treasure from your Rooms, not this Boss card or other effects.
- You cannot choose whether to use this ability when you Level Up, nor can you specify which Rooms are affected. All Rooms in your ability double their treasure value.

Fear

- This Spell cannot target a Hero in a player's scorekeeping area, because the scorekeeping area is not part of a player's dungeon.
- If a damage Hero is returned to town, any damage it suffered this turn does not carry over to the next turn.

Freeze

- If you deactivate a Room during the Build phase that would have triggered their Boss card's Level Up ability, that Level Up ability does not trigger until the End of Turn phase, when the room reactivates.

Ghoulyard

- Apply all damage benefits and penalties from other cards (such as Giant Size or Goblin Armory) before doubling this Room's damage to Epic Heroes.

Goblin Armory

- “Adjacent” refers to the Rooms to the left and right of the Goblin Armory. If either of these Rooms is deactivated, only the adjacent Room is affected.
- Boss cards do not count as Rooms, and receive no benefit from Goblin Armory.

Gorgona, Queen of Medusia

- You may choose an Epic Hero for this ability, if one is in town.
- If an opponent stops you from triggering your Level Up ability during the Build phase, and if no Heroes are left in town during the end of turn phase, this card’s Level Up ability is wasted.

Haunted Library

- This ability only applies during the beginning of turn phase, and does not allow you to draw Spell cards at other times you would be allowed to draw Rooms.

Hellcow, Bossy Bovine

- When you move Rooms with this card’s effect, any Rooms beneath the affected Rooms are also affected. “Room stacks” always move together.

Jackpot Stash

- Like any card with an activated ability, this card’s effect must be played during the Build phase before Rooms are revealed. So it cannot affect the Bait phase until the turn after it is played.
- Jackpot Stash only doubles treasure from other Rooms, not Boss cards or other effects.
- It affects all active Rooms in your dungeon, including any Room revealed when Jackpot Stash is destroyed.

Jarin, the Soulseaker

- Once this Level Up ability triggers, it adds one Soul to your total for the rest of the game.

Jeopardy

- If another player declares this Spell card while you are the active player, you may play any number of Spells and abilities before this Spell resolves.
- This Spell does not affect any cards that have already been played, including face-down Room cards.

King Croak, Sultan of the Sewers

- If neither the Room deck nor the discard pile contains an Advanced Monster Room, this card’s ability is wasted.
- If you do not have a Room with a matching Treasure type, you may keep the Advanced Room in your hand.

Kirax, the Gatekeeper

- Once this Level Up ability triggers, it adds one Cleric treasure, one Fighter treasure and one Mage treasure (in addition to the card’s one Thief treasure) to your treasure total for the rest of the game.

Kobold Strike

- Regardless of XP order, this Spell prevents any Rooms from being built for the rest of the turn. This includes Rooms built by card abilities outside of the one Room allowed during the Build Phase (such as Cleopatra and King Croak’s Level Up effects).

Liger's Den

- If a Spell is declared but canceled (with an effect like Counterspell), it does not trigger Liger’s Den.

Mimic Vault

- When you build this Room, if there is a Hero in town, you must use this Room’s ability.

Minotaur's Maze

- This effect only works once per Adventure Phase for each Hero that enters this Room. If other effects (such as Teleportation) cause a Hero to enter this Room a second time, the ability does not trigger.
- This card can affect multiple Heroes per turn.
- Treat the phrase “back one Room” as “to the previous Room.” If there is no previous Room, or if the Room to the immediate left of Minotaur’s Maze is deactivated, the ability does not trigger.

Monster Hunter

- To determine where this Hero is lured, combine the total values of each player’s Cleric and/or Fighter treasure. A player does not need to have both types of treasure to lure this Hero.
- Subtract one from the damage that any Monster Room does to this Hero (to a minimum of zero damage).

Monster’s Ballroom

- This Room counts itself and any other active Monster Rooms. It does not count your Boss or any deactivated Rooms.
- If another effect destroys or deactivates a Room in your dungeon, Monster’s Ballroom immediately changes to reflect the new number of active Monster Rooms.

Motivation

- Because this Spell can only be played before Rooms are revealed, the extra Room from Motivation must be declared and placed at the same time as your first Room.
- You may not place a new Room on a face-down Room, so you cannot use this card to play two Rooms on the same “Room stack” (such as a Room and an Advanced Room).

Pixel Lincoln

- When Pixel Lincoln is revealed in town, players take turns (in XP order) deciding how many Spell cards to draw.

Princess in Peril

- If you play this Spell while you are not the active player, and a higher-XP player also plays Princess in Peril targeting the same Hero, this spell is wasted.

Recycling Center

- This effect triggers anytime a Room is destroyed in your dungeon, even if those Rooms are being destroyed to activate an ability.

Robobo, Angry Golem

- If an opponent uses Robobo’s Level Up ability, you must choose and destroy a Room in your dungeon. This does not trigger the “destroy this Room” ability of any Room destroyed in this fashion.

Seducia, Sorceress of Sexiness

- If there are no Heroes left in the Hero decks, this ability is wasted.

Soul Harvest

- A card removed from the game by this Spell is set aside and ignored until the end of the game.

Specter's Sanctum

- When choosing an opponent to be the target of this ability, your opponents must show how many Spell cards (keeping the face of the cards concealed) they have in their hands.
- When you use this ability, your chosen opponent hold up all of his or her Spell cards (keeping the face of the cards concealed) and you choose the card to be discarded.

- If an opponent has only one Spell card, he or she automatically discards that card. If no opponent has a Spell card, this ability is wasted.

Succubus Spa

- When choosing an opponent to be the target of this ability, your opponents must show how many Spell and Room cards (keeping the face of the cards concealed) they have in their hands.
- When you use this ability, you choose Spell or Room. The chosen opponent holds up all of his or her cards of the chosen type (keeping the face of the cards concealed) and you choose the card to be discarded.

Teleportation

- The “first” Room of your dungeon is the leftmost Room, adjacent to the entrance to your dungeon.
- A Hero targeted by this Spell keeps all damage it has taken during its first trip through your dungeon, and continues to move through the dungeon.
- You do not have to wait until the last Room of your dungeon to play this Spell, which may allow you to optimize where a Hero dies.

The Crushinator

- This Room’s +2 damage bonus affects all other active Rooms in your dungeon, including any Room revealed when a Room above it is destroyed by this ability.
- This Room’s +2 damage bonus persists until end of turn, even if the Crushinator is destroyed.
- As long as you have other Rooms in your dungeon to destroy, there is no limit to the number of times this ability can be used in one turn.

The Fool

- If two or more players are tied for fewest Souls, the Fool stays in town until the tie is broken.

Torture Chamber

- When choosing an opponent to be the target of this ability, your opponents must show how many Room cards (keeping the face of the cards concealed) they have in their hands.
- When you use this ability, your chosen opponent hold up all of his or her Room cards (keeping the face of the cards concealed) and you choose the card to be discarded.
- If an opponent has only one Room card, he or she automatically discards that card. If no opponent has a Room card, this ability is wasted.

T.P.K.

- You do not need to wait until you have satisfied the condition of TPK to play it. Once played, it remains in your scorekeeping area and confers its benefit once you have a face-down Hero (Soul) of each Hero type.
- When this card triggers, it adds 2 Souls to your score. If another effect removes a Hero from your scorekeeping area and you no longer fulfill the requirement, you lose the bonus until you fulfill it again.

Trap Master

- To determine where this Hero is lured, combine the total values of each player’s Thief and/or Mage treasure. A player does not need to have both types of treasure to lure this Hero.
- This Hero ignores all Room ability text, even when it is in town or at the entrance to a dungeon.
- Room ability text does not include the name of the card, its damage, its treasure type, or its subtype (Monster or Trap). It includes only the ability, such as Bottomless Pit’s “Destroy this Room” ability.

Trash Compactor

- If any Hero exits this Room without dying, this Room deals zero damage until end of turn. Effects that increase damage (such as Annihilator or Dizzygas Hallway) cannot increase this Room’s damage above zero.

Trepidation

- This Spell does not prevent Heroes from being lured to a Hero's dungeon. It keeps any Heroes at the entrance waiting there for an additional turn.

Vampire Bordello

- This Room allows you to heal a Wound. Per the rulebook definition of "heal," this allows you to place a face-up Hero face-down. It is not limited to ordinary Wounds, so you may use it to heal a double Wound from an Epic Hero, even if you also have ordinary Wounds.

Witch's Kitchen

- This card's ability is an activated ability, which means it can be played during the Build or Adventure phases.
- The discard is a cost that must be paid toward the ability, and another discard effect cannot be used to pay this cost.

Zombie Attack

- You may always look at the face-down cards in an opponent's scorekeeping area, and you may do so when you play this Spell and declare its target.
- Once this card has been played, even if another effect moves the Hero away from the player's dungeon entrance, the Hero still has +2 Health until end of turn.

Zombie Prison

- You may always look at the face-down cards in an opponent's scorekeeping area, and you may do so when you play this Room ability and declare its target.
- If this effect is activated before the end of a player's active portion of the Adventure Phase, the Hero moves back through the dungeon on the same turn. If it is played after a player's active portion of the Adventure Phase the Hero waits at the entrance until the next turn.

Further Questions

If this document leaves you with any questions, please visit the official Brotherwise Games message board at www.bwisegames.com/forums. Rules questions should be posted to the Rules subforum, and if you have not previously registered it may take 24 hours to approve your first post.

For other rules news and updates about new cards and expansions, be sure to "Like" our official Facebook page at www.facebook.com/BossMonsterGame.

Thank you for your interest in *Boss Monster*. Good luck crushing puny adventurers!

