

# 11 BOSS MONSTER PLAY SEQUENCE 11

## INITIAL 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 a “when you build this” effect

## 1. BEGINNING OF TURN *(No spells or abilities can be played)*

- a. Reveal one Hero card for each active player in the game, place in the Town
- b. Each player draws one Room card

## 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
  - Non-active player – play *Build* Spells or activate abilities. Active player’s spells/abilities will always take priority and resolve firstRepeat step 2a for every player
- b. Simultaneously reveal all face down rooms placed in 2a
- c. In XP order, each player resolves any applicable Level Up effects or "When you build this Room" effects

## 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 counts up the total treasure value of their Dungeon that corresponds 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 there’s a tie on treasure value (or zero across all Dungeons) the Hero remains in Town

Repeat steps 3a - 3c for every Hero 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 towards the Boss. Each room deals damage to the Hero as they enter that room
  - Active player can play *Adventure* Spells or activate abilities
  - Non-active player can play *Adventure* Spells or activate abilities. Active player’s spells/abilities will always take priority and resolve first
- b. Any Hero that takes damage equal to their Health dies and is placed *face down* (as one or more Souls) in the active players scoring area
- c. Any Hero that makes it through the Dungeon to the Boss card is placed *face up* (as one or more Wounds) in the active players scoring area

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

Repeat for each player, even players without a Hero at their Dungeon entrance (in order to use Spells/abilities)

## 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. Any Heroes still in play have damage removed
- d. 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 remaining 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 remaining player with the lowest XP is the winner