Boss monster vs boss monster 2

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Boss Monster 2 is an extension or standalone set released at the end of 2015. It contains all new bosses, rooms and spells, but it can also be combined with the original base set. The set will be called Boss Monster 2: The Next Level. Each included card will have the card ID start as TNL. The kickstarter campaign has begun. Visit Boss Monster 2 Kickstarter for more information. Look at the category: Boss Monster 2 for the list of cards. One new rule of Edit in Boss Monster 2 is no longer recommended that you give up 2 cards at the beginning of the game. Community content is available under CC-BY-SA unless otherwise stated. Boss Monster or Boss Monster 2? Together? and with or without the expansion of mini-tools? I've read a bit on the subject, but I'd like a r/boardgames opinion on the subject too before I make my mind. Thank you in advance. Page 2 6 comments Brotherwise Games' Boss Monster 2: The next level is the game I had to have because of how much I liked the first. I was introduced to it by a friend on holiday and enjoyed it so much that I had to have my own copy as soon as I got home. Two or four players take on the role of SNES style game boss and must build a dungeon that will lure the heroes and kill them before they reach their chosen boss. Set-UpBoss Monster is easy to set up, with each player first given a random boss card. Spells and room decks are shuffled, then five rooms and two spell cards are handed out to each player. Next, four room cards and two spells are taken from their deck to form a pile of resets. Heroes are divided into two groups, normal and epic, and after removing any cards marked for more players than are present, they are shuffled and installed with a spell and deck room. Game Boss Monster 2: The next Order LevelPlay starts with the boss who has the greatest exp and works clockwise. At the beginning of each turn, each player draws one map of the room. Then, draw the same number of heroes as they are players, first from the usual heroes deck, then epic heroes when the deck runs out. These heroes are waiting in the city where they are probably spending their time in the local guild hall, hotel, sanctuary, or just looking shifty outside the item store. Then there is the assembly stage where players can secretly create a room in their dungeon. New rooms are always placed in the left space in front of the boss, but you can cover any rooms that have already been built. In fact, the preliminary rooms can only be built on top of the existing room. Players then take turns identifying their chosen room and causing any effects that apply when the room is built. Each room has a set of treasure symbols at the bottom that lures the respective heroes into the dungeon and the player with Of these characters will have all the relevant heroes trying to clear their dungeon. That's where something new from the first game comes in. standard fantasy classes, Fighters, Rogues, Magicians and Clergy. Boss Monster 2: The next level adds in Called Dark Heroes, they are barbarian, fighter, killer, thief, witch, magician and vampire, clergyman. They are different from ordinary heroes as any player can opt out of the appropriate room card to give them a three-health boost. So, the characters are standing at the entrance to your dungeon, now it's time to let them in during the adventure phase. One by one they will pass through the rooms one by one and take the damage marked in the hearts in each of them. If the damage exceeds their health they are killed and become Soulstone, collect 10 of them and you win, if however they do it through the living, then they do damage equal to the number of drops of blood on their card. Take five damages and your boss is killed. What about these spell cards? Well some of them can be used in the assembly phase, others can be used in the adventure phase and some can be used in both. The phase in which they are used is marked on the map with an axe, a hammer or both. Spells are one of the best improvements during the first game they are a little harder to get rather than as overpowered as the first. This article is your source for questions about Boss Monster 2: The Next Level. It contains fixes, clarifications and tips on how to get the most out of your new game. For questions not covered in this frequently asked questions, feel free to email us using the form at the bottom of this page. One rule change There is only one rule change in Boss Monster 2, and we also recommend using it for the original Boss Monster. Players no longer discard two cards at the beginning of the game. Instead: Each player draws 5 room cards and 2 spell cards. Set up a reset pile by placing 4 random numbers and 2 random cards spell face up in a bunch. There is also one new entry in Glossary: Uncover: The Room Opens When the Room Above It Is Destroyed. Boss Monster 2 adds Dark Heroes, Hybrid Heroes and Epic Spells, but each of these cards is designed for the self-evident. Errata Due to printing errors, two errors made it in the first print of Boss Monster 2. Responsible cobalts were thrown into a bottomless pit. The collapse of the bridge should begin with the position once per turn. Super Effective! should increase the damage done to the room. (Hearts should be black, not red.) Future print Boss Monster 2 also explain archer to say: This hero misses the last room of your dungeon, rather than more confusingly ignoring the wording. The limited edition limited edition copy of Boss Monster 2 contains a holofoil and no foil version of each boss. Don't play with both! Choose one from each boss and set aside the rest. Don't play with both copies of the Brothers. Set aside another copy. The Boss Monster 1 and 2 Boss Monster 2 can be played on their own or as an extension to the original. To combine both sets: Boss, room and spell decks from each set together. Set aside the 5-player copy. The kits are designed to play well together, but A useful way to combine sets to choose which cards you prefer. Set up Play Experience Once you've had the opportunity to experience Boss Monster 2 yourself, try to create your own perfect combination of both Boss Monster sets. Do you think the map is too overpowering? Sucking it out. Never liked a particular spell? Set it aside. By combining the best of Boss Monster and Boss Monster 2, you can create a unique gaming experience tailored to the tastes of your game group. Here are some recommendations for creating your own combination: Include 2 Advanced Rooms for every 5-6 regular rooms. Include an equal number of four types of treasures. (Don't forget to include hybrid rooms in this calculation.) Include roughly the same number of traps and monster rooms (recommended, but not critical). For Bosses, include roughly the same amount of each starting type of treasure (recommended, but not critical). Include 24 ordinary heroes (plus a fool, if desired) and 16 epic heroes (plus Brothers, if desired). Maintain an equal balance between treasure icons and damage values. Remove Heroes as needed for 2- or 3-player Boss Monster, Boss Monster 2, or a combination of sets. Large multiplayer games Boss Monster 2 are balanced and recommended for 2-4 players. However, if you also have a basic set, you can play with 5-6 players. Here are some informal recommendations for big games: Play using the Unlimited Lives option described on page 17 of the rulebook. (Players don't leave after reaching five runs. For the 5-player game, start with all the heroes and epic heroes from one set. Then add an extra 4-Health Cleric, Fighter, Magician and Thief. Add an additional 11-Health Cleric, Fighter, Magician and Thief. For the 6-player game, and add an extra 6-Health Cleric, Fighter, Magician and Thief. We are currently developing a set designed to facilitate large multiplayer games. If you want to share reviews about multiplayer over 4 players, please email us bossmonster@brotherwisegames.com! Explains the rules of the map We have included Boss Monster 2 maps in our Advanced Rules Guide and frequently asked questions. The maps typical of Boss Monster 2 are repeated below for your convenience. If the map is not listed here, it is because the rules are considered to be completely Feel free to email us if you have any more questions! Another castle This can only be directed at the hero in your dungeon, not at the entrance to the dungeon. Apply any current effects from the room the hero entered before casting this If the first room in your dungeon has a damage value of more than zero, it damages the Hero before you can spell it out. Anti-magmatic zone Because it is the cancellation effect, the ability of this card takes precedence even with the participation of an untested player. Because the cancellation effect of this card is the card's ability, not the spell, it cannot be prevented with Counterspell. However, this is preventable with the intervention of children! Archer This map should say: This hero misses the last room of your dungeon. It does not cause any damage or abilities of this room. (However, The Hero does not ignore the value of the Room's treasures, and you can still use the abilities of this room when Archer is in other dungeon rooms.) This Hero's Barbarian ability can only be launched once per turn. Several opponents can't summon this ability. Barbaric Hall If you have any card spells in hand when you build this room, you have to choose and give up one. If you don't have Spelling cards in hand, you can build this room without any penalties. Belladonna, Baroness Vampires You have to use this ability to turn you level up. (You can't save it for a later turn.) As with any healing effect, it replaces your wound with the value of the Hero Soul, which you turn face down. If you have an epic hero in your scorekeeping field when you level up, you can turn the goal of it with that ability. Blockpile puzzles As long as this room is in play, you have to destroy one room in the dungeon at the end of the turn phase. You can destroy Blockpile puzzles with its own ability. The collapse of the bridge the first seal of this map is a typo. He must say: After turning for a turn, if the hero survives in this room, to the end turn, this room deals No. 3. The decapitator Effect This Room removes the value of the treasures of the target room. A later effect, such as Secret Stash, can still give the Room the value of the treasure. If the room treasure value is removed during the build phase before the player is active, that player cannot place an Extended Room above it. If you use this ability in the enemy room and the player later builds over this room, the new room does not lose its value treasure. Doc Scarecrow, Ambassador Fear As with any activated ability, you can't activate this ability once the numbers are identified. This means you can't use this ability before turning after the Up level. This ability only affects the lure during the bait phase. This does not prevent other effects, such as the Princess in danger, to put the Hero at the entrance to the dungeon. Dr. Timebender, Mad Alchemist Because it's a cancellation effect, the ability of this card takes precedence even when performing an incredible player. The effect of cancelling this card is the ability of the card, not the spell, it can not be prevented with Counterspell. Druid Druid gets his extra health as he moves to the entrance to the dungeon. This total is constantly updated depending on the number of spells in your hand. The bonus decreases as soon as the spell is allowed (or cancelled) and increases as soon as you draw the spell Elementary Generator If you hand out a spell while the hero is in this room, the room does its damage first (getting X for each spell card in your hand, including the one you're about to throw). Fairy Fountain Once the damage to the room is reduced to zero, later effects may not increase its damage until the end of the turn. This effect ends if the room is covered or destroyed. Frostbat Cave Contact Glossary (Rulebook page 18) for a full description of the deactivate. If you deactivate a room during the build phase, which would trigger the Level Up Boss card ability, this Up Level ability does not work until the end of the turn phase, when the room is activated. The Mirror Hall If the spell is declared but cancelled (with an effect like Counterspell), it does not cause this ability. Hatchling's Hoard This Room has four treasure icons, whether you're building it over a room with a cleric, a fighter, a magician or a thief's treasure. (Only one of the Advanced Room icons must fit the room beneath it.) Hitman This Hero can only be launched once per turn. Several opponents can't summon this ability. He's the same! The first ability of this card refers to the health of the hero at the time when you cast this spell. For example, a hero with a printed health cost of 8 who takes 5 damages in a dungeon can be killed by this spell in the last room of your dungeon. Kazanna, Genie games you have to use this ability on the turn you level up. (You can't ignore the ability or save it for a later turn.) Killa, Man-eating monkey This damage bonus is only active if you have three wounds. If the healing effect or other effect causes you to go below three wounds, the ability is inactive until you have three wounds. Intervention of children! If a player announces room capabilities (such as the Antimagic Area Ability or Rust Monster Pen) while you're an active player, you can use Meddling Kids! to negate this effect. The second ability of this spell only keeps the player from winning showers on the turn of The Meddling Kids! Played. This does not hide the player from killing Heroes or receiving Souls. If this player has more than ten souls on the next turn, the player will still win on the next turn. Oh yes! When moving numbers with the effect of this card, any numbers under the affected numbers are also affected. Room stacks always move together. Pause When you cast this spell, any heroes at the entrance to the dungeon remain at the entrance until the next turn. Please regret that the card removed from the game by this spell has been postponed and ignored until the end of the game. Porcus, King of Thieves This ability can be aimed at an epic hero. The damage to the Rust Monster Pen A Room cannot be reduced below zero. You can save the point spell out of the reset stack if it's already in the reset stack when you destroy Save Point. Secret Stash Giving Room Treasure Icon with this spell allows you to place a matching Advanced Room over this one If the Room is deactivated or destroyed, it loses an additional treasure icon. Shortcut! When the Hero misses the Room, he passes over this Room and does not cause any damage or abilities of this Room. It treats that Room if it does not exist, so it does not survive the room ignored. The Shrum Cave, because it defines another, Shrum Cave can not target itself. Spellslime Pit If the spell is declared but cancelled (with an effect such as Counterspell), it does not cause this ability. Super Effective! The first print of this card is a typo. The hearts on the map should be black because the room is damaging (not health). The hero is only lured into the dungeon if he moved into the dungeon entrance as part of the bait phase. If another effect, such as the Princess in danger, places the hero at the entrance to the dungeon, it is not considered against the ability of this card. Surprise Gift At the turn that you place a room with a surprise gift, you can not also place a room in your own dungeon (if you play the effect that allows you to build an extra room such as motivation). Swordmage While this hero is in your dungeon, he takes No.2 Health every time any player plays a spell. This includes the player whose dungeon Swordmage entered, as well as the opponents of that player. Swordmage receives Health No. 2 from this ability before any effects from the spell are resolved. If the spell is reversed (an effect such as the Antimagic Zone), it does not cause this ability. Arena Once you show the room to activate this ability, you return this room to your hand. Brothers If two players are tied for a common soul minus wounds, the Brothers remain in town. If your game contains two copies of this card, set aside one copy and play with one copy. Smashinator Every other visible room means the top of each room is a heap in a dungeon. It does not include deactivated, covered or face-down rooms. As always, destroying the upper room of the room heap opens the next room in this pile. The Undead Minion A card removed from the game by this spell has been postponed and ignored until the end of the game. Since The Hero can refer to an ordinary or epic hero, you can use this map to kill an epic hero. The vampire ability of this card can only be launched once per turn. Several opponents can't summon this ability. Wild Monster When you build a room with this spell, any when you build this room effects immediately apply. This hero's witch ability can only be launched once per turn. Several opponents can't summon this ability. Other questions If you have a question answered here, feel free to email us using this form! Form! Form!