

# INSTRUCTIONS

Using Print-and-Playtest cards is a great way to experience new cards before they're released ...and make a real impact on the game! First, read through these instructions and make sure you have what you need, including **scissors** and plenty of **paper** and **printer ink**.

If you have **card sleeves** and an **existing set of Boss Monster** cards, you can just slip in the new cards. Just sleeve your original set, print out the new card files, cut up the print-outs, and slide the cards into the sleeves. We recommend **printing in color** so icons are easy to read from across the table!


The **easiest option** is to remove a few existing cards from your set and replace them with the new playtest cards. If you don't want to do that, you can also print out the extra card backs contained at the end of this PDF.




## NEW SPELLS



### Inconceivable!

If you gained at least  this turn, draw a Spell card.

OR if you gained at least  this turn, draw two Spell cards.



### Final Form!

Give the last Room of your dungeon **[+2]** until end of turn.

OR if any opponent has 8 or more Souls, give the last Room of your dungeon **[+4]** until end of turn.



### Polymorph!

Choose one Hero at the entrance to your dungeon. You may swap it with any Hero in town.

OR if you have two other Spell cards in hand, you may swap it with a Hero at the entrance to any dungeon.























### Boss Fight!

Choose a player and discard any number of cards. That player must discard that many cards.

AND If your opponent is unable to discard that many cards, you may take one face-down ordinary Hero from that opponent.












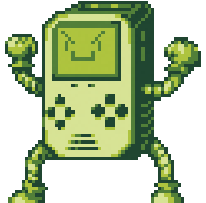

“Epic Spells,” which get stronger when you fulfill a prerequisite, were introduced in ***Boss Monster 2: The Next Level***. They are shuffled into the Spell deck and work just like other Spells except for their dual abilities. These new combat-oriented Epic Spells are fully compatible with any version of *Boss Monster*.

## NEW ITEMS

<div style="text-align: center;">  <h3 style="margin: 0;">Golden Coin</h3> <p style="margin: 0;">Thief Item</p> </div> <div style="border: 1px solid black; padding: 5px; margin-top: 10px;">  <p>Choose any Room in your dungeon. Until end of turn, give it , , , or .</p> </div> <div style="background-color: #333; color: white; padding: 5px; margin-top: 10px;">  <p>Each time this Hero enters a Room with more than one treasure icon, give this Hero <b>[+2]</b>.</p> </div>	<div style="text-align: center;">  <h3 style="margin: 0;">Phoenix Feather</h3> <p style="margin: 0;">Cleric Item</p> </div> <div style="border: 1px solid black; padding: 5px; margin-top: 10px;">  <p>Choose a face-down Hero in an opponent's dungeon and return it to town.</p> </div> <div style="background-color: #333; color: white; padding: 5px; margin-top: 10px;">  <p>When this Hero enters your dungeon, choose a face-down Hero in your dungeon and return it to town.</p> </div>	<div style="text-align: center;">  <h3 style="margin: 0;">Power Armor</h3> <p style="margin: 0;">Fighter Item</p> </div> <div style="border: 1px solid black; padding: 5px; margin-top: 10px;">  <p>Choose a Hero in any dungeon. You may discard a Room card to give that Hero <b>[+3]</b>.</p> </div> <div style="background-color: #333; color: white; padding: 5px; margin-top: 10px;">  <p>Once per turn, any player may discard a Room card to give this Hero <b>[+3]</b>.</p> </div>	<p>These items expand on those available in <i>Tools of Hero-Kind</i>, and require that mini-expansion to play. We've also included a new Epic Spell that specifically works with Items!</p>
<div style="text-align: center;">  <h3 style="margin: 0;">Mana Potion</h3> <p style="margin: 0;">Mage Item</p> </div> <div style="border: 1px solid black; padding: 5px; margin-top: 10px;">  <p>Draw a Spell card. At end of turn, if you have not played that Spell, discard it.</p> </div> <div style="background-color: #333; color: white; padding: 5px; margin-top: 10px;">  <p>When this Item is attached, every player draws a Spell card, then discards that Spell at end of turn if it has not been played.</p> </div>	<div style="text-align: center;">  <h3 style="margin: 0;">Loyal Steed</h3> <p style="margin: 0;">Universal Item</p> </div> <div style="border: 1px solid black; padding: 5px; margin-top: 10px;">  <p>Choose a Hero in town. Attach this Item to it and move it to the entrance to any dungeon.</p> </div> <div style="background-color: #333; color: white; padding: 5px; margin-top: 10px;">  <p>This Hero skips the first Room it would enter.</p> </div>	<div style="text-align: center;">  <h3 style="margin: 0; background-color: #f4a460; padding: 2px;">Item Get!</h3> </div> <div style="border: 1px solid #f4a460; padding: 5px; margin-top: 10px;"> <p>Reveal the top card of the Item deck. You may attach it to any Hero.</p> </div> <div style="border: 1px solid #f4a460; padding: 5px; margin-top: 10px;"> <p>OR If you have no face-up Items in your scorekeeping area, you may instead place that Item face-up in your scorekeeping area.</p> </div>	

## NEW ADVANCED ROOMS














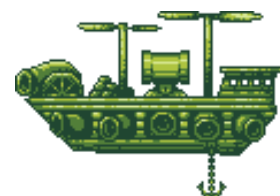


















## NEW BOSS

 <p><b>Leviathan Egg</b> Advanced Monster Room</p>  <p><b>Portable</b> When you return this Room to your hand, if the Room it uncovers is a Monster Room, that Room gains <b>[+3]</b> until end of turn.</p>   	 <p><b>Elder Statue</b> Advanced Trap Room</p>  <p><b>Portable</b> Once per turn when a Hero dies in this Room, you may flip over a face-down Item card or take a Spell card from the discard pile.</p>   		 <p><b>MOBI</b> Handheld Hoodlum</p>  <p><b>Level Up:</b> For the rest of the game, every Advanced Room in your dungeon is Portable. <i>(Once per turn during the Build phase, you may return a Portable Room to your hand.)</i></p> <p><b>1989 XP</b></p> 
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### Portable

The new “Portable” keyword makes your dungeon more flexible! **Once per turn during the Build phase, before placed Rooms are revealed, you may return one Portable Room to your hand.** (You may only return one Portable Room to your hand during your Build Phase.) This means a portable Room can be moved around your dungeon, or in and out of your hand, to fine-tune your treasure choices, damage values, and Room abilities!

# NEW ROOMS

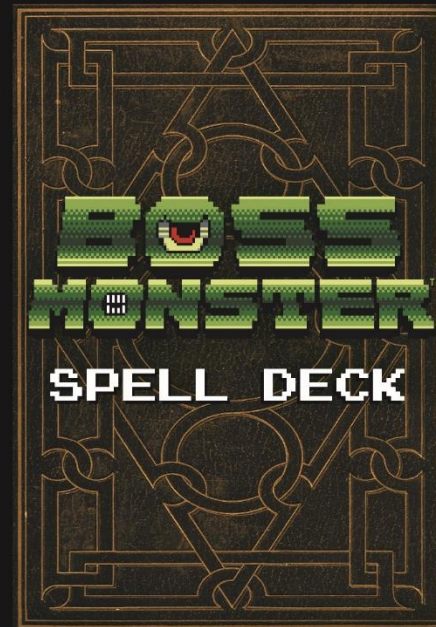
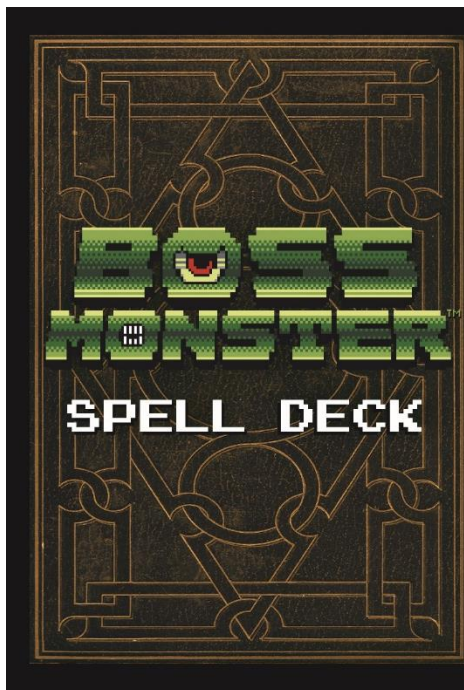
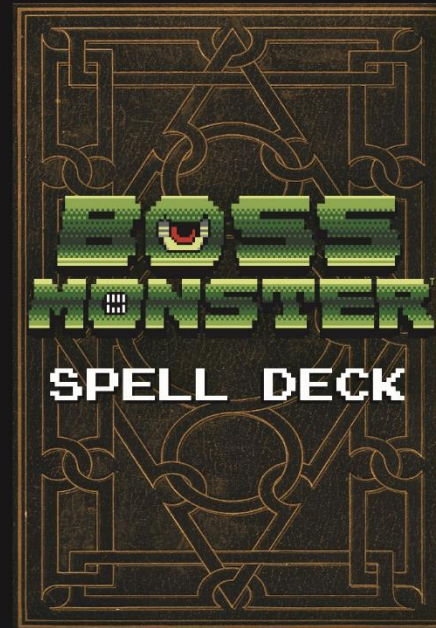
 <p><b>Master's Hand</b> Monster Room</p>  <p><b>Portable</b> During the Adventure Phase, you may return this Room to your hand to return a Hero in this Room to town.</p>  	 <p><b>Master's Hand</b> Monster Room</p>  <p><b>Portable</b> During the Adventure Phase, you may return this Room to your hand to return a Hero in this Room to town.</p>  	 <p><b>Air Ship</b> Trap Room</p>  <p><b>Portable</b> When you build this Room, it gains [+2] until end of turn.</p>  	 <p><b>Air Ship</b> Trap Room</p>  <p><b>Portable</b> When you build this Room, it gains [+2] until end of turn.</p>  
 <p><b>War Turtle</b> Monster Room</p>  <p><b>Portable</b> When you build this Room, draw a Room card.</p>  	 <p><b>War Turtle</b> Monster Room</p>  <p><b>Portable</b> When you build this Room, draw a Room card.</p>  	 <p><b>Arcane Vortex</b> Trap Room</p>  <p><b>Portable</b> Once per turn, when a Hero dies in this Room, draw a Spell card.</p>  	 <p><b>Arcane Vortex</b> Trap Room</p>  <p><b>Portable</b> Once per turn, when a Hero dies in this Room, draw a Spell card.</p>  

## The Survey!

The most important part of being a playtester is making sure to capture your feedback! Only one playtester per group needs to fill out the playtester survey, and you can complete it after any number of sessions. Click below to fill out the simple, one-page Google form:

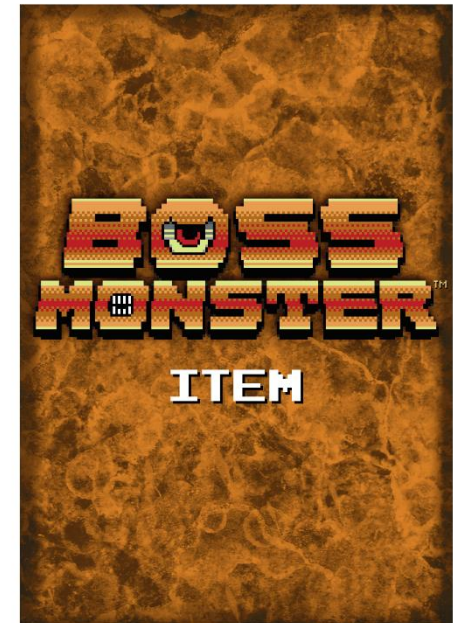
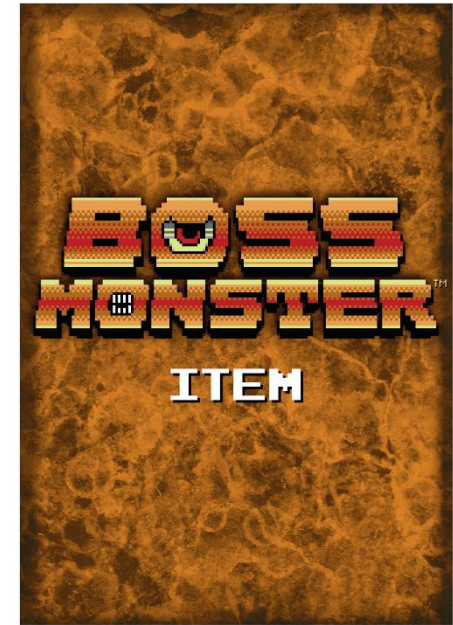
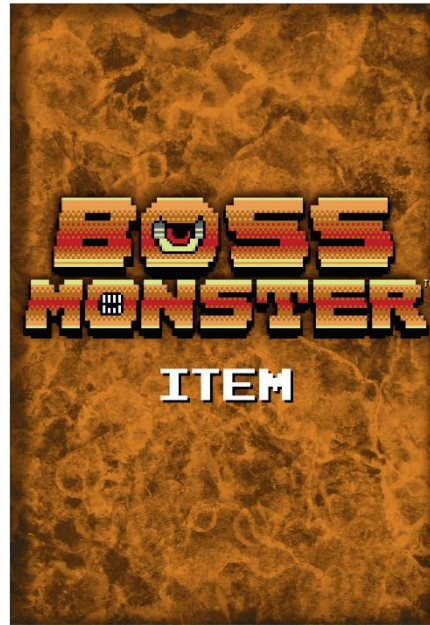
[\*\*Feedback Form\*\*](#)

If you have a copy of *Boss Monster 1 or 2* and you're using clear-sleeved cards from the game as backers for your playtest set, these five cards are the only extra card backs you will need for the Spell Cards.





**If you have a copy  
of *Tools of Hero-Kind***  
and you're using clear-sleeved  
cards from the game as  
backers for your playtest set,  
these five cards are the only  
extra card backs you will need  
for the Item Cards.





**If you have a copy  
of *Boss Monster 1 or 2*  
and you're using clear-  
sleeved cards from the game  
as backers for your playtest  
set, here are some card  
backs for the new Portable  
Rooms.**



**BOSS  
MONSTER™**

**ROOM DECK**

**BOSS  
MONSTER™**

**ROOM DECK**

**BOSS  
MONSTER™**

**ROOM DECK**

**BOSS  
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**BOSS  
MONSTER™**

**ROOM DECK**