



ACTIVATION

Monsters may be activated in any order.

- All SUPER and 8-Bit monsters that began the turn in play may be activated for free.
- Up to four skull points of 16-Bit monsters may be activated.

CONSUL POWER UP

- If any Heroes were destroyed, Heroes spend Princess Coins.
- Advance Mighty Monster Chart one space and resolve any listed effects.

SPAWNING

- Spawn Monsters within three squares of a spawning point.
- Monsters may be spawned from any spawning point.

SPAWN MINI-BOSS

Spawn the mini-boss adjacent to a dungeon exit on the second or third tile.

BOSS SIGHTING

If any Heroes are in the listed tile, immediately resolve the Timeout effect on the Boss Fight card. Only models in the listed tile are affected.

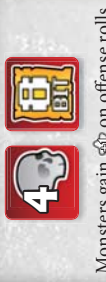
BOSS FIGHT

- Spawn dungeon boss adjacent to a dungeon exit on the second or third tile.
- Remove all spawning points.
- The dungeon boss equips one Relic Item for each spawning point removed.
- Resolve all effects listed under Boss Spawn on the Boss Fight card.

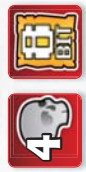
TIMEOUT

- As soon as the Dungeon Boss reaches half wounds (or lower) do the following:
- The party may discard a number of equipment cards from the backpack to heal a single Hero a number equal to the number of cards discarded.
 - The Dungeon Boss becomes immune to critical success for the remainder of the game.
 - Resolve any timeout effects listed on the Boss Fight card.

START 5-6 HEROES



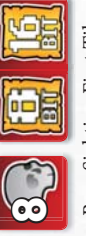
Monsters gain on offense rolls.



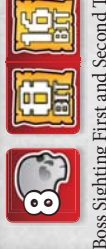
Spawn Mini-Boss.



Spawn Mini-Boss.



Spawn Mini-Boss.



Boss Sighting First and Second Tiles



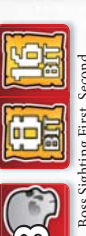
Spawn Mini-Boss.



Boss Sighting First, Second, and Third Tiles.



SPAWN DUNGEON BOSS



EXTENDED MODE

- Build the dungeon using four tiles, four treasure chests, and four spawning points.
- Select two mini bosses.
- At the start of the game, spawn 8 skull points of 8-Bit monsters from the first two spawning points (16 skull points total).
- During the Hero Turn, 3 Heroes activate.
- This mode will increase play time.

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2. Remove all spawning points.
3. The dungeon boss equips one Relic Item for each spawning point removed.
4. Resolve all effects listed under Boss Spawn on the Boss Fight card.

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 3. Resolve any timeout effects listed on the Boss Fight card.