

## A New Treasure Type

Crash Landing introduces a fifth treasure type to Boss Monster: the Alien Artifact. Alien Artifact rooms attract a new hero: the intrepid Explorers! Lured by tales of wondrous technologies, Explorers set out to recover whatever artifacts they can from the remnants of the crashed spaceship now appropriated by Arcadia's Boss Monsters.

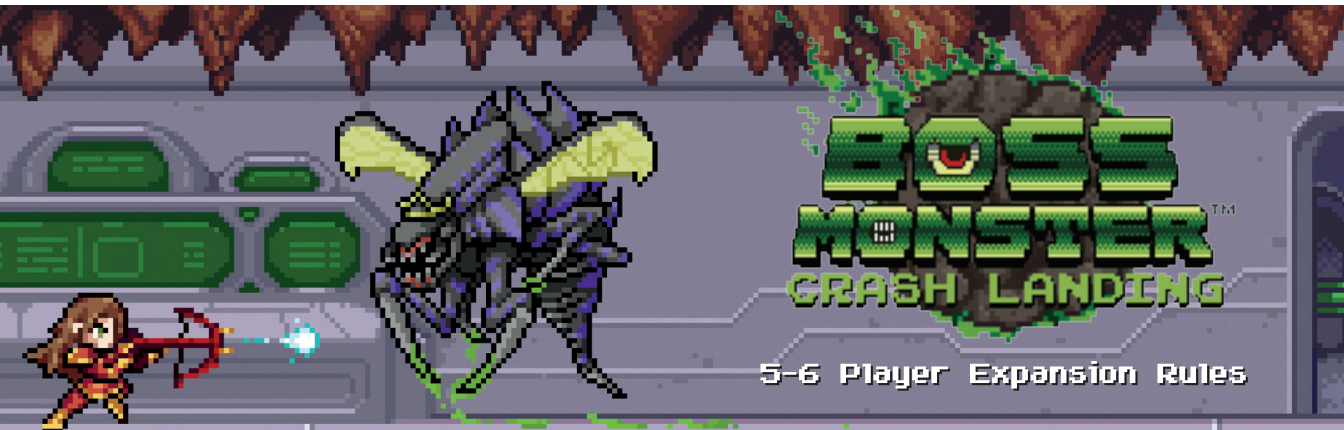


## The “Uncover” Effect

A Room is “uncovered” when the Room above it is destroyed, or when it is moved to the top of its Room stack by another effect.

An alien vessel has crashed into the land of Arcadia, bringing with it new Bosses to vie for the souls of the land's heroes, and bringing new players to the Boss Monster table!

Crash Landing™ is a mini-expansion for Boss Monster: The Dungeon Building Card Game. It introduces a new treasure type to the game (and new heroes to quest for it), and allows you to increase the maximum number of players in the game from four, to five or six.



# Rule Changes for the 5-6 Player Game

## Changes to Victory Conditions

Unlike the 2-4 player game of Boss Monster, players in a 5-6 player game of Boss Monster are no longer out of the game if they acquire 5 or more wounds.

Instead, the 5-6 player game ends at the end of a turn in which one or more players acquire at least 10 souls, OR when both the ordinary Hero and Epic Hero decks have been depleted. Note: Heroes can still be in Town when the game ends.

The winner of the 5-6 player game is the player with the highest total souls minus 10 wounds. This can mean that the first player to 10 souls is not the winner if they have acquired too many wounds!

In the event of a tie, the Boss with the lowest XP wins the game!

## Changes to the Bait Phase

In 2-4 player games of Boss Monster, all Heroes of a given treasure type are lured to the dungeon of the player with the most of their preferred treasure each turn. In a 2-4 player game, Heroes stay in town when two or more players are tied for their treasure type.

Now, in 5-6 player games of Boss Monster, ties split the Heroes!

- If two or more players are tied for a treasure type, check the number of relevant Heroes in town.
- If there are at least as many Heroes of that type as there are players tied for that treasure type, lure one Hero to each dungeon.
- In the event of a split, the Hero of that type that's been in town longest goes to the tied player with the highest XP Boss. The next "oldest" Hero goes to the next highest XP Boss, and so on.
- Repeat this process until the number of Heroes in town cannot be evenly split among tied players.

### *Example:*

If three players each have two Alien Artifacts and there are seven Explorers in town, those players each lure two Explorers (in XP order). The most recent Explorer to arrive stays in town.