

# RAID BOSSES



Readme.txt



By Dustin Hendrickson



Boot up your computer! You're a gamer trying to load into your favorite online fantasy game, but to complete the process you will have to defeat 1 of 6 unique RAID Bosses that guard the Server's Asset files! A hand building, cool-down management, boss battle game where you will be building a hand of Asset files from the game while managing your computer's Heat Level, Disk Space and Load Pixels!



1-2  
Players



Cooperative  
Gameplay



30-60  
Minutes

## Components

6 Character Cards



76 Asset Cards



2 Reference Cards



6 RAID Boss Cards



16 Acrylic Symbols



8 Pointer Tokens



6 Heat Dice



32 Marker Cubes



30 RAID

Ability Cards





## Setup

1. Each player picks and takes a character card.



2. Find the 26 Green cubes , these are the Load Pixels.

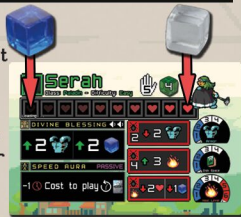
Look at your character card for the Load Pixel icon and number. Take the listed amount and place them below your character, this is your starting 'ready to use' pile. Place the others close by as a supply pile, you'll be gaining them and adding them back to the supply pile throughout the game.




3. Check the back of your character card, you'll find pictures of the character's starting cards. Find these in the Asset card deck and take them into your hand.



4. Take 1 Clear and 1 Blue cube, place the Clear cube on the furthest right Heart slot on your Character card, this represents your Health. Place the Blue cube on the furthest left Heart slot, this represents your Loading progress and is now known as your Progress Pixel.






5. Place a pointer token on your Armor , pointing to the highest value, a pointer token on your Disk Space  pointing to 0 and a pointer token on your Heat Level  pointing at 2.



6. Pick a first player, they take the 6 colored dice and set them above their Character. These are the Heat Dice. Each color has a different amount of File symbol and Bug symbol faces.




7. Shuffle all the cards with the word Asset on the back and place this new Asset card deck above and to the left of your Character card. To the right of that, draw and place 5 Asset cards face up, in a line, from left to right, this is now called The Queue 

### The Queue



8. Choose a RAID Boss card with the difficulty you want and set their card above the Queue.





9. Place 1 Clear cube on the bottom White slot of the Boss's Enrage Meter  this is now known as the Enrage Marker.





# RAID BOSSES



10. Place 1 Clear cube on the left Boss Heart  square notated with a smaller red heart  in the top right, indicating the RAID Boss's max and starting Health value.



11. Place a pointer token on the RAID Boss's Armor , pointing it at the highest value on the meter. Place another pointer token on the RAID Boss's Heat Level , pointing it at 1.

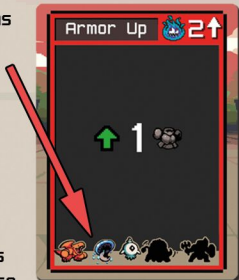


12. Each RAID Boss Ability card has an icon depicting one or more of the RAID Bosses at the bottom.

Assemble a deck of 8 RAID Boss Ability cards that have the RAID Boss you're fighting on each card.

Shuffle this deck and remove the top 3 cards, placing them, face down, to the left of the RAID Boss card, this is the Enrage deck, these cards get added to the RAID Boss's Ability deck each time the Enrage marker moves up the track.

The remaining 5 cards are the RAID Boss Ability deck. Place this deck to the right of the RAID Boss card.





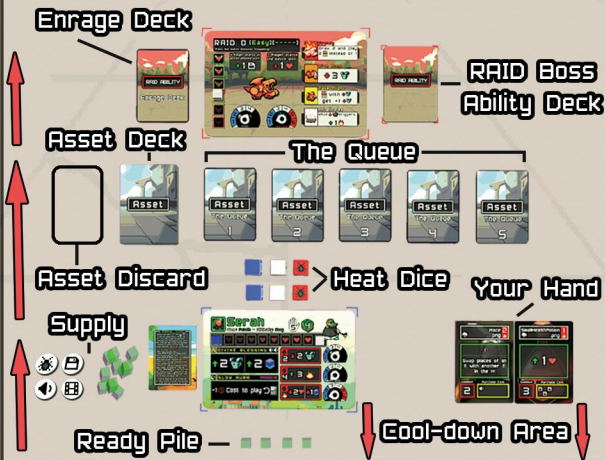
## How To Play

You will be taking turns and performing various actions with the end goal of reducing the Server Guardian's health to 0 while keeping your own health above 0.

You will be purchasing new cards for your hand, playing cards from your hand, using abilities, managing your cool-downs and ultimately, forging a path to victory over the evil RAID Bosses and loading into your game!

Gameplay progression will flow from the bottom, up, making it easier to remember the next step in the game flow.

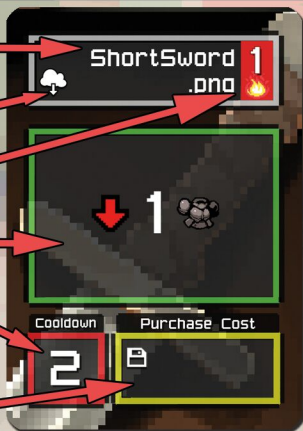
Below shows an example solo setup.





## Asset Card Breakdown

1. Asset's Name.
2. Asset's effect type.
3. Heat amount gained when this Asset is played.
4. Effect.
5. Cooldown Cost.
6. Purchase Cost.



## Asset Card Effect Types



### Instant

Takes effect immediately when played.



### Constant Cooldown

Provides its effect while Asset card is in Cool-down.



### After Cooldown

Takes effect after returning to your hand from Cool-down.



### Purchase

Takes effect after purchasing the Asset card from The Queue.



## Character Card Breakdown

- Armor Value** When reaching 0, you lose 1 Heart and reset Armor to its max value, ignoring any leftover damage.
- Heart Value** This is your health, you lose if you run out of Hearts, by the marker moving left, off the card.
- Abilities** Can be used with spent symbols and or **Load Pixels**, no Cool-down for these, cost to right of ability name.
- Bug Effects** Effects that happen when you perform a Heat Dice roll with Bugs or Overheat your computer.
- Heat Level** Tracks your current Heat Level.  
 -When you exceed **6 Heat**, your computer restarts, resetting your Heat Level to 1 and triggering your Overheat Bug Effect which is noted by a icon instead of a number under the Bug Symbol. Leftover heat is ignored.
- Disk Space** Each point increases your Max Hand size.
- Hand Limit** Starting amount of cards you can hold.
- Starting Load Pixel Count** How many **Load Pixels** you start the game off with.



**Serah**  
Class: Paladin - Difficulty: Easy

Hand Limit: 5 (Hand icon)

Starting Load Pixel Count: 4 (Green circle icon)

Health: 10 hearts

Abilities:

- DIVINE BLESSING** (Cost: 2 hearts, 2 armor) → +2 hearts, +2 armor
- SPEED RURA** (Passive) (Cost: 4 hearts, 3 heat) → +4 hearts, +3 heat
- Overheat** (Cost: 2 hearts, 1 heat) → +2 hearts, +1 heat

Skills: SIK, SIK, SIK



## Player Turn Anatomy

1. If you have any played Asset cards in your Cool-down area, remove 1 Load Pixel from each one, gaining the Load Pixels back into your ready pile to be used again.

Take any cards from your Cool-down area that now have 0 Load Pixels on them, back into your hand.

When taking any Asset cards with After Cool-down Effect Symbols, activate their effects now, in any order you want to activate them.



2. Roll the number and color of Heat Dice based on your current Heat Level.

You may only re-roll the dice you have just rolled. Set any dice not getting re-rolled aside as locked dice that cannot be re-rolled this turn. You may re-roll until a symbol is rolled or you choose to stop, when this happens, you cannot re-roll anymore dice.



Heat → Heat Die Conversion



For instance, if your Heat Level is 3, you would roll 2 Blue and 1 White dice.

3. Total the amount of Bugs you rolled and Bug Symbol tokens owned.

Then consult your Character card, you will trigger at most, 1 Bug Effect. Find the numbered Bug Effect with the highest value that is equal to or below the number of Bug Symbols you have.



Read and apply the effects from it.




**4. Action Phase.** During this phase you can perform the listed actions in any order and as many times as you want/are able to, unless specifically directed otherwise.

When spending Heat Dice Symbols, set the spent dice to the side to indicate they are spent for this turn.

You may use higher tiered symbols as any lower tiered symbols. For example, you can use a Video symbol to pay for a Code or Sound symbol, or a Sound symbol to pay for a Code symbol. Bug symbols cannot be substituted.





## Play cards from your hand.

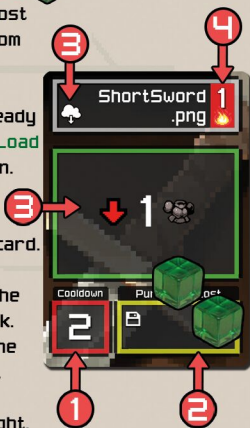
① You must have enough **Load Pixels**  in your ready pile to cover the cost of Cool-down indicated in the bottom left of the Asset card.

② Place the Asset card face up, below your Character card and ready pile, setting the listed number of **Load Pixels** on it, putting it in Cool-down.

② The **Load Pixels** placed on this Asset card are not usable again until they are removed from the card.

③ Apply its effects now if it's an instant effect , otherwise see the effect types to see how they work. Character effects apply only to the Player who played the Asset card.

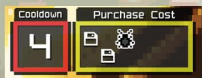
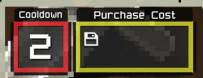
④ Increase your Heat Level  by the listed amount in the top right.







## Spend Symbols to buy Assets from The Queue.

-You may purchase any face-up card from The Queue into your hand, see the bottom right of the card to see how many symbols it costs to purchase the card.



-You may not buy or gain non-purchase effect cards if your hand is full, you must discard from your hand or increase your Disk Space  before buying to make room. Purchase effect  cards are different because they get immediately discarded when you buy them, so they may be purchased even if you are at your maximum hand limit.

-Asset cards on Cool-down still count towards your Hand Limit, they also cannot be discarded by normal actions. If you have your max hand played and on cool-down, you may not purchase any new cards for your hand until you are able to discard 1 or increase your max hand limit.



---

## Spend Symbols and or Load Pixels on abilities.


-Abilities do not have a Cool-down cost and can be used more than once per turn, unless stated otherwise.

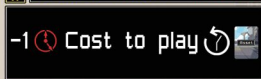
-The cost of the ability is listed as Symbols or Load Pixels to the right of the ability name.

-Some abilities do not have any symbols and instead have the text "Passive". These abilities are always active unless their text states otherwise.

 DIVINE BLESSING 







 SPEED AURA **PASSIVE**





Spend 1 Symbol, to move your Progress Pixel, 1 space to the right.

-When the Progress Pixel  meets your current Health marker's  position, immediately reset the Progress Pixel back to the furthest left Heart  slot and gain 1 Load Pixel from the supply.

-Spent Symbol can be a Code  Sound  Video  or Bug 

-If your Health marker is reduced and occupies the same spot as your Progress Pixel, the same process as above happens immediately, then the Health reduction may continue.

-This action or effect does not work if you have 1 Health.



Return 1 Load Pixel from your ready pile, to the supply, increase your Disk Space +1.

-Each Disk Space point you gain will increase your Max Hand size by 1.



**+1 Hand Size**

Discard 1 rolled, non-Bug, Heat Die from your available dice, change the Symbol on 1 rolled, available Heat Die, to any Symbol on the die.

-Can only adjust dice you have rolled, you may not add dice you have not rolled.





Return 1 Load Pixel from your ready pile to the supply. Discard all Asset cards in The Queue and refill it with 5 new Asset cards.

Discard any number of cards from your hand into the Asset card discard pile.

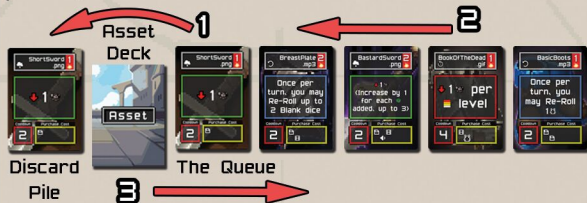
5. Return ALL Symbol Tokens obtained during your turn, back to the Symbol Token supply.



6. **The Queue Phase.** If there is a card in the first Queue slot on the furthest left, closest to the Asset deck, discard it and then slide any remaining cards in The Queue all the way to the left.

From left to right, refill The Queue with up to 5 cards from the Asset deck.








If the Asset Card deck ever runs out, shuffle the discard pile to form a new deck.



7. Proceed to RAID Boss's turn.



## RAID Boss Card Breakdown

- 1. Armor Value**  When reaching 0, the RAID Boss loses a Heart and resets its Armor to its max value, any leftover damage is ignored.
- 2. Heart Value**  This is the RAID Boss's health, you Win if it runs out of Hearts, by the marker moving off the card.
- 3. Enrage Meter**  These effects immediately activate against all players and stay activated when the Enrage marker is on or higher than them. All previous, non immediate, Enrage effects, stay active even after the marker moves up.
- 4. Heat Level**  When the RAID Boss exceeds 6 Heat, the Heat Level resets to 1 and the Enrage Marker moves up one space on the Enrage track, any leftover Heat is ignored. See RAID Boss Turn Anatomy for more details.
- 5. Fight Modifiers**   Each RAID Boss has unique helpful and harmful effects that are always active during the fight. Make sure to check these before starting the game.
- 6. Difficulty Level**  How hard the RAID Boss fight will be.

**RAID 0 [Easy] [-----]**  
"Shouldn't it start at 1? Why does it start at 0?"

-      
-  **1**  **1** 
- 
-  
- Frenzy**  
Draw 2 and play 2  instead of 1
- Give Some**  
 **3** 
- Take Flight**  
 with   get +1  
- Hot Scales**  
When  increases,  **3**




## RAID Boss Turn Anatomy

1. If the RAID Ability deck is empty, shuffle the discard pile and form a new deck.

2. Draw the top card of the RAID Ability deck, read and apply the effects listed. Effects that affect Characters, affect all Characters currently playing.



Increase the RAID Boss's Heat Level by the amount listed in the top right.



3. If the RAID Boss exceeds 6 Heat, it becomes **Enraged**. Move the Enrage Marker up one spot and reset the RAID Boss's Heat Level  to 1, ignoring any leftover heat.




This new Enrage ability is now unlocked and in effect. If the effect is a basic

 /  effect, it triggers immediately after the Enrage Marker moves and may trigger again if the Enrage Marker is moved there again through cards or abilities.



Draw and resolve the top card from the Enrage Deck, it affects all characters. Once resolved, discard into the RAID Boss's normal RAID Ability discard pile.



Once the RAID Boss reaches the top, red level of the Enrage Meter, unless stated otherwise, its Heat Level  cannot be increased past 6 anymore. It can still be modified with cards, but cannot exceed 6.



4. Proceed to next Player's turn.



## Winning / Losing

- The game ends immediately in **Victory** if the RAID Boss has 0  Hearts.
- The game ends immediately in **Loss** if either of the Player Characters have 0  Hearts.



## Symbol Tokens



### Gain a Symbol

When you gain a Symbol Token from an effect...

- A. If you have a matching Lose a Symbol Token, return it to the supply.
- B. If you don't have a matching, Lose a Symbol Token, take a Gain a Symbol Token from the supply.

### Lose a Symbol

When you lose a Symbol Token from an effect...

- A. If you have a matching Gain a Symbol Token, return it to the supply.
- B. If you don't have a matching, Gain a Symbol Token, take a Lose a Symbol Token from the supply.

Lose a Symbol Tokens cannot be spent, and if you have one, you must place it on any matching, rolled Heat Die, indicating that Heat Die Symbol cannot be spent this round.

Gain a Symbol Tokens can be spent on anything a Heat Die Symbol can be spent on.

When gaining a Bug Symbol Token from a RAID Boss Ability card, keep it, it counts towards your Bug count total when you roll your Heat Dice on your next turn.

Ignore the effect if there are 0 tokens left in the supply.



## RAID ?

After asserting dominance over the lesser RAID Bosses, your final task is to defeat the most diabolical RAID Boss yet... RAID ? Little is known about this one, it seems to be part Server guardian, part Virus, be careful!

**RAID ?** [????][#%&!@]

"I'm not 100% certain, but I think you just got a Virus..."

- Player starts all action phases with 1
- Player starts all action phases with 1

**Blunt Growth**  
 1 Reset Enrage Tracker

**Wide Cleave**  
 2

**Wind Up**  
 2

**Leaping Strike**  
 1 each time you roll a

Enrage Markers: 1, 2, 3, 4, 5, 6

**Virus** 3

- 1
- 1
- 1
- 1

-During setup, you won't find RAID?'s image on any of the RAID Boss Ability cards. You will however find a 'Virus' card, take that card and shuffle ALL other RAID Boss Ability cards and draw 7 of them. Add the 'Virus' card to the 7 cards you drew, this is RAID?'s Boss Ability deck.

-RAID? Also has a unique max Enrage ability, instead of the normal behavior, follow the instructions on the ability and reset the Enrage Marker to the bottom White slot after applying its other effects. Once all of the Enrage deck has run out and been added to the Ability deck, you simply skip the draw from Enrage deck step.



## Frequently Asked Questions

---

- Which effect do I apply if there are two listed? Both get triggered in any order you want to trigger them in, unless an OR appears in the text, in that case, choose 1 effect.
- Can I buy Purchase effect Assets even if my hand is full? Yes, since they are discarded immediately, you may purchase them and gain their effects even if your hand is full.
- Can the RAID Boss Enrage Marker move even if it's not the RAID Boss's turn yet? Yes, when the RAID Boss's Heat Level is ever 7 or greater, the Enrage process triggers, even if it's not the RAID Boss's turn.
- Can I re-roll my Heat Dice roll? Yes, until you have rolled a Bug symbol, you may re-roll any non locked dice previously rolled this round.
- How do I stop losing so much?! Make sure you're only adding useful cards to your hand, also make sure to use unused Symbols during your turn to increase your **Progress Pixel!**



## Iconography



**Asset Card:** References an Asset card in your hand, being played or being discarded.



**Asset Card In Cooldown:** References any Asset card currently in cooldown.



**The Queue:** References the 5 Asset cards available for purchase, that makeup The Queue.



**Cooldown:** References an Asset card's Cooldown value in the bottom left of the card.



**RAID Boss Ability Card:** References a RAID Boss Ability Card.



**Gain:** Depending on the symbol after this, you will take a **Load Pixel** from the supply or listed location, or increase the stat, or take a card into your hand, or get a symbol to spend for the turn.





**Lose:** Depending on the symbol after this, add a **Load Pixel** to the supply, decrease the stat, discard a card or lose a symbol for a turn.



**Gain or Lose:** You can pick between gaining or losing the shown symbol, you cannot pick both.



**Progress Pixel:** When you see a  or  icon preceding a **Progress Pixel** icon, you will increase or decrease the position of your Progress Pixel by the listed amount.

# THUNK

## Board Games

[www.ThunkBoardGames.com](http://www.ThunkBoardGames.com)



© 2021 Thunk Board Games, LLC and Dustin Hendrickson  
All rights reserved. No part of this product may be  
reproduced without specific permission.  
RAID Bosses and Thunk Board Games, LLC are  
trademarks of Thunk Board Games, LLC.