

A card game by Rafael González Alén
Cover art by Pablo Broseta: <http://pablobroseta.com/>
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www.finalbosscardgame.com

FINAL BOSS

The card game



FINAL BOSS

The card game

Disclaimer

This is a work in progress game. Furthermore, this is a free print and play demo version of my game, so expect some unbalancement and some grammar mistakes (English is not my first language). If you want to keep track of future free PnP versions, subscribe to my blog at www.finalbosscardgame.com

This card game intends to be a parody of classic and modern video games with a twist of humor. You can send me your feedback at finalbosscardgame@gmail.com. Send me your ideas for new cards or game mechanics, or just say hi and encourage me. That would help a lot!

License

Final Boss: The Card Game by Rafael González Alén is licensed under a Creative Commons Attribution-ShareAlike 4.0 International License. That means you are free to share it and even produce your own version of the game, as long as you do it for free and you mention me as the author of the original work.

More details at www.finalbosscardgame.com/p/philosophy.html

BIG THANKS

To my friends Luis and Miguel, I owe you some beers.

Many thanks as well to the artists for believing in my idea and helping out in producing some card prototypes.

Finally, many thanks to my playtesters: Jordi, Vanesa, Pat, Oscar, Alexandra and Dani. Many thanks as well to the Barcelona Board Games meetup for their insights!

Rafael González
Barcelona, 2016

If you like the game, check these links for updates and news:

<http://www.finalbosscardgame.com/>

<https://www.reddit.com/r/finalbosscardgame>

<https://boardgamegeek.com/boardgame/197788/final-boss-card-game>

Kickstarter

I'm preparing a crowdfunding campaign to raise money to produce a printed version of this game. I have the invaluable help of some great artists that have signed up for the project. Here is a preview of the kickstarter campaign: <https://www.kickstarter.com/projects/2137575517/1045154826?token=6c5099aa>

If you like the game, you can subscribe to this newsletter. I'll send you an email once the kickstarter it's live:

<http://eepurl.com/bXHMwb>



Also, you can help me out filling this survey. Your feedback would be invaluable to improve the game:

<http://goo.gl/forms/cfHFvUXA6F>

Cards

Unfortunately, as a demo, some cards didn't make it to this free print and play. Those are some cards you are missing, that may be present in the kickstarter version of this game:

Brushwood Threepguy	Electric Shot	Dark Castle
Legend Champion	Murloc	Rage of Streets
Megawoman	Punk Bitch	Hostage Rescue
That Ring	Soviet Nazi	Jail
Proud Badge	Cretin Bunny	Light Castle
Utility Belt	Alien Minion	The Maze
Scope	Dead Licker	Tower of Magic
Hero Shield	Blink Ghost	Trap!
Defuse Kit	Bonus stage	Exploding Spaceship
Barrel	Infested Mansion	Kart Circuit
Katana	Underwater stage	Secret Laboratory
Hidden Blade	Castlevenue	Cemetery
Green Shell	Level One Village	Enchanted Forest
Shotgun	Star World	Black hole
Chicken Pulley	Metro Stage	New Land
Map	Empire of Ages	Feudal Japan
Zero Gravity	Nuclear Bunker	Ancient Rome
Bullet Time	Battle Arena	Post Apoc Hell
Beta Tester	Ice World	Meteor shower
Sands of Time	Secret Stage	Treasuries
Fire Shot	Tiny Planet	Pinball

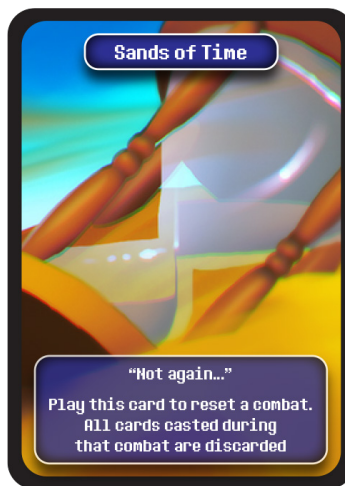
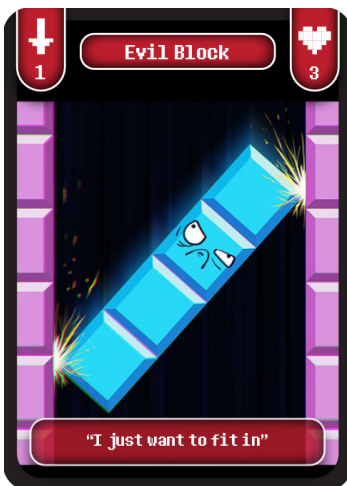
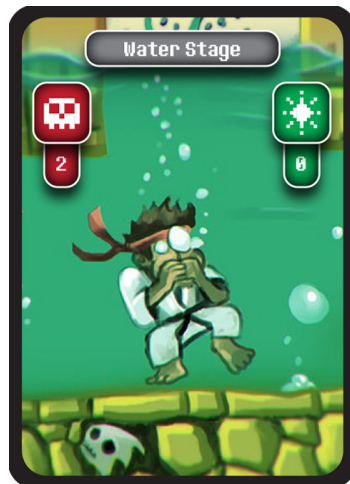
Please note that this is a work in progress game, so many cards can be dropped out or changed, so the final list of cards won't be available until the kickstarter campaign starts. Anyway, I will be releasing new PnP versions from time to time with significant updates so remember to check the website periodically.

Art

The cards will be commissioned to these great artists, that helped me out at producing some prototypes:

Luis Martinez <http://hentaichimp.deviantart.com/>
Phillip Joseph Chen <http://koru-xypress.deviantart.com/>
Pablo Broseta <http://pablobroseta.deviantart.com/>
Dario Juarez <http://darioid.deviantart.com/>
Alex Rivero <http://alexlapiz.deviantart.com/>
Kendrick See <http://sourshade.deviantart.com/>
Susana ZakraArt <http://zakraart.deviantart.com/>

Here is how the game would look once printed:



RULES

CARDS

There are 2 decks: **Enemies** and **Drops**.

The **Enemies Deck** contains **Regular Enemies** (red cards) and **Final Bosses** (black cards)

ENEMY CARDS: Those are the normal foes the players have to fight.. Some have special effects that will alter the combat. Unless indicated, those special effects take place immediately once the combat starts. When defeated, the player will collect the drops under the enemy card.

FINAL BOSSES: Same as regular enemies, but much more powerful. If a player defeats a Final Boss, wins the game.

The **Drops Deck** contains **Inventory** (Blue cards) and **Specials** (green cards)

INVENTORY: Inventory cards are placed in front of the player, to be considered active cards. Some have power values that add its value to the player's total value. Others have special effects that can be triggered to help a player during a combat. There are 3 types:

Characters: Players can only have one active character at a time unless told so. They can't change characters unless otherwise indicated

Weapons: Players can only have one active weapon at a time unless told so, but they can change weapons if they wish so.

Equipment: Players can have as many active equipment as they wish

SPECIALS: Special cards are mostly kept in the player's hand until used. Their effects vary from card to card, but as a general rule, their effect lasts for a combat (unless otherwise indicated) and applies immediately, unless canceled by other card.

GAMEPLAY

Preparations: Shuffle the Enemies deck and the Drops deck. Decide who will be the first player. A round would be the time between each first player's turns.

TURN ORDER

Hand Settling: At the beginning of his/her turn, a player will draw drop cards until having at least 5 in his/her hand, OR discard cards from his/her hand until having a maximum of 7.

Inventory time: After that, the player can activate as many inventory cards as he/she wishes

Dealing Time: After inventory time, the player will draw as many enemy cards as the round indicates and place them face down on the table so no one can see them. Then he/she will draw as many drop cards per enemy as the round indicates and will place them facing down under each enemy. Finally, he/she will decide which player faces which enemy and in what order

Enemies and drops per round:

Round 0: No enemies or drops are drawn, each player just draws 5 cards to his/her hand

Round 1: 1 enemy and 1 drop per enemy

Round 2: 2 enemies and 2 drops per enemy

Round 3: 3 enemies and 3 drops per enemy

and so on (same number of enemies and drops per enemy as the round number)

Combat Time: Then each player faces their enemies by the order dictated by the dealing player until there are no more active enemies, then the turn ends and starts the next.

COMBAT

POWER VALUES: A player's power value is the sum of all its active cards power values, being 0/0 by default if there are no cards in play. The first number indicates his/her attack power and the second his/her health. Players activate cards and play specials to raise their power for combat purposes. Enemies and Final Bosses have their power values indicated in their cards.

COMBAT ORDER: The player facing the enemy will be the first one to cast, and the rest will play one card at a time, following turn order. They can pass if they don't want to play a card. Remember that they can play as many cards as they want to affect a combat

COUNTER CARD: When a card is played, the other players have the chance to cancel it by playing a card immediately after it, if its effects cancel the previous card. At the same time, counter cards can also be countered by a card played immediately after it.

DEATH: When a player fights an enemy or another player, Health values are confronted against Attack values. If the result is 0 or less, it will mean the death of that player or enemy. Enemies attack first, meaning that a player's death will occur before an enemy's death. All players can play as many cards as they want, to affect a combat.

Player Death: When a player dies, each other players draw a random card from him/her and all his/her cards (both hand and inventory) are discarded. That player will remain dead with no cards until the end of the current turn. Place the enemy card face down in front of the player to remember how many deaths he/she has

Enemy Death: The enemy is discarded and the player adds the drop cards under it to his/her hand.

VICTORY

There are 3 ways of winning;

3 Lives: When there is only 1 player with less than 3 deaths, she/he becomes the winner

Final Boss: When a player defeats a Final Boss, he/she wins the game, no matter how many deaths he/she has.

Trifectas: There are 3 trifecta cards in the game. The player who collects them all wins.

Some Tips:

You should use a notebook to keep track of power values during a combat. Makes calculations easier. Also, note the turn owner by dealing a token, and write down the round number. To keep track of each player's death you can stack enemy cards facing down.

Character

Green Kid

I'm not Selda!

“Item Master”: Gains +1/+1 for each active weapon or object.

2/2

Character

Mortal Fighter

Sonic Booooooom!

“Round 2”: Discard this character, to restart a lost battle.

3/3

Character

Jumpy Plumber

Its-a me!

“Head bounce”: Discard this character to send your current enemy against another player.

1/3

Character

McPac

“omnonom”

“Glutton”: Gain 2/2 during a combat per each card you eat (discard) from your hand or inventory

2/2

Character

Single Dragon

“Double Brothers”: With this card active, you can have another active character adding its power and abilities.

2/2

Character

God Killer

“Big Fight:” Add 3/3 to his power against Final Bosses

3/3

Character

RPG Hero

“Level Up” Gain 1/1 for each enemy you defeat. Stack your defeated enemies to remember your bonus

2/2

Character

F.P. Shooter

One shot, one kill

“Camper:” You always attack first

2/3

Character

Ancient Priest

Wololoooo

“Conversion” Discard this character to turn an enemy or another player's active character into your character

1/1

Character

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Lora Crafty

“Dual Wielding” You can equip 2
weapons

2/3

Weapon

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Sword of Master

It's dangerous outside

You pulled this from an ancient
pedestal

3/2

Weapon

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Laser Gun

Pew pew

“Vaporize” Discard this card
to destroy (discard) an active,
special or enemy card. Destroyed
enemies are not accounted as
victory.

3/0

Weapon

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Crowbar

3 is coming...

“Crate Opener” Discard this
weapon to draw 3 drop cards

2/0

Weapon

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Diamond Sword

Diggy diggy hole

“Crafty” Draw one extra drop for
each enemy you defeat

2/1

Weapon

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Gunblade

Whatever

“Shot or Slash” Each combat, you
can chose if this weapon will hold
1/3 or 3/1 power.

?/?

Weapon

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Soul Edge

“Cursed”: You can't change this
weapon

3/3

Weapon

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Golden Gun

You only live twice

“Golden Bullet” Discard this
weapon to win your combat.

3/0

Weapon

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BFG 9000

See you in hell

“Super Shot” Discard this card to
increase your power for 10/0 for
one combat

6/0

Weapon

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Knife

If memory serves...

“Backstab” Discard this weapon to deal 0/-5 to a player or enemy

1/0

Weapon

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Spaceship

Metempsychosis

This is the best weapon in game

4/4

Equipment

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Strength Bracelets

Now you can lift rocks

2/0

Equipment

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Ankh of Life

I'll be back

“Resurrection” Discard this item from your inventory to cancel the effect of death

1

Equipment

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Hazard Suit

As for the suit, I think you've earned it

1/4

Equipment

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Ring +2

One day... one day...

“Protection Barrier” Discard this card to cancel the effect of any card on you

0/2

Equipment

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Tome of Knowledge

“Lore” When you draw stage and drop cards, you can check them before you place them

0/2

Equipment

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Power Gloves

Everything else is child's play

2/3

Equipment

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Force Field

“Protection Barrier” Discard this card to cancel the effect of any card on you

0/4

Equipment

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Nuke Sunglasses

Babes! Bullets! Bombs!

“Badass” Double one character’s power

??

Equipment

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Grappling Hook

“Gimme that” Discard to steal one active card and add it to your inventory

1/1

Equipment

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Horned Helmet

FUS-RO-DA

“Dragonborn” Discard 2 cards on your hand to add 5/5 for a combat

0/2

Equipment

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Cloak of Shadows

“You can’t see me” Discard this item from your inventory to avoid one combat. The enemy will attack the next player

0/2

Equipment

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Jet Pack

“Safe Jump” Discard this card to add 0/12 power for one combat

1/3

Equipment

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Speed Boots

“Fight or Flight” Discard this card to either attack first for one combat or to avoid one combat, making the enemy attack the next player

1/2

Equipment

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Trifecta of Power

If you collect the other 2 Trifectas, you win the game

3/0

Equipment

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Trifecta of Wisdom

If you collect the other 2 Trifectas, you win the game

2/2

Equipment

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Trifecta of Courage

If you collect the other 2 Trifectas, you win the game

0/3

Special

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Pizza

Cowabunga

“Health” Play this card to add more health for one combat to a player or enemy

0/4

Special

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Hamburger

I'm loving it

“Health” Play this card to add more health for one combat to a player or enemy

0/4

Special

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Apple

“Health” Play this card to add more health for one combat to a player or enemy

0/3

Special

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Green Herb

“Health” Play this card to add more health for one combat to a player or enemy

0/3

Special

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Hotdog

“Health” Play this card to add more health for one combat to a player or enemy

0/3

Special

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Roasted Chicken

“Health” Play this card to add more health for one combat to a player or enemy

0/5

Special

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Med Kit

“Health” Play this card to add more health for one combat to a player or enemy

0/7

Special

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Star

“Invincible” Play this card to defeat your current enemy. Additionally, you are immune to any card effect.

?/?

Special

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Escape Wings

See you later

“Flee” Play this card to avoid a combat. Your enemy will attack a player of your choice

0/0

Special

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McPill

“Power Pellet” Play this cart to raise a player or enemy attack power to infinite for one turn

?/0

Special

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Chest

Da Da DA DAAA

“Treasure” Draw 3 drops

/

Special

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T.N.T Box

“K-boom” All enemies suffer 0/-5 during this turn. Put this card on the center to remember it's effect

/

Special

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Glitch

When will they fix this bug?

The game freezes. The screen shakes. EVERYBODY DIES

/

Special

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Save Game

alldropsunlocked.gme

Play this card to avoid death

/

Special

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Cardboard Box

“Snaaaaaaake”

“Stealth Expert” Play this card to avoid one combat. The enemy will attack the next player

/

Special

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Mushroom

Add +2/+2 power to a player or enemy for a combat

2/2

Special

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Level 10 Rogue

All talent points here!

“Pick Pockets” Chose a player to steal 2 random cards from their hand

/

Special

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Trainer Ball

Capture (steal) ANY active cards and add it to your hand

/

Special

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God Mode

bDemiGodMode=true

“Cheat” You win your current combat when you play this card

?/?

Special

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Infinite Gold

player.add.gold[999]

“Cheater” Draw 5 drop cards

/

Special

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Fury

It's butt-kicking time, Boo!

Play this on an enemy or player to add 3/3 to it's power for a combat

3/3

Special

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Poison

Reduce by half (rounding down) the power of a player or enemy during one TURN

?/?

Special

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Cerebral Crab

“Parasite” Turn an enemy into your character. Discard the enemy drops

/

Special

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Blue Shell

When you are first, you are last

Destroy a player's active inventory

/

Special

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POW Block

All enemies die. Final Bosses are immune

/

Special

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Headshot

Discard one active character

/

Special

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Portal Gun

All the cake is gone

Swap active cards OR enemies between 2 players during a combat. Any current effect will still be active after swapping

/

Special

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Big Hand

Redistribute all the active enemies as you wish. Any current effect will still be active after redistributing

/

Special

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Tag Game

Add another character from your hand or other player's inventory to your active inventory for one combat

/

Special

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Confusion

The target player or enemy attacks himself (His/her power against his/her defense)

/

Special

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Selection Screen

Chose two players to exchange characters.

/

Special

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Difficulty Settings

Add or subtract 5/5 to an enemy

?/?

Special

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Summon

Draw an enemy card and add its power values to either a player or an enemy.

/

Special

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Control Settings

Only you can play cards from your hand the rest of the combat

/

Special

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Rain of Cows

0/-10 against a single player or enemy for a combat

/

Special

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Press Start

You can activate an extra character immediately after playing this card. That means you can play another card if it gives you a character somehow

/

Special

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Insert Coin

1/2 credit

“Continue” Discard 2 cards on
your hand to avoid death

/

Special

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Absorption

When a special card is played
against you, cancel the effect
and add that card to your hand

/

Special

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Kamikaze Sheep

What goes on inside the sheep’s mind?

0/-5 to a single player or enemy
for a combat

/

Special

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Hacker Bro

It’s hacking time

Choose a player to be hacked:
That player loses his hand cards

/

Special

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3-way Shot

“Triple Power” Multiply attack
power by 3 for a combat to a
player or enemy.

/

Special

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Pong Bar

You can redirect a special card
when it’s played to the player or
card you want

/

Special

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Freeze Shot

“Disable” Cancel an active card
for one turn or cancel the effect
of a special card

/

Special

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One Up

100 rings collected

“Extra Life” You recover one life.

/

Enemy

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Evil Block

I just want to fit in

“Line” When defeated, all other active enemies add 2/2. Keep the card in the center to remember the bonus

1/3

Enemy

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Street Punk

2/2

Enemy

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Space Demon

“Knee Deep in Dead”

“Alone” Only the player facing this enemy can cast cards for this combat

4/3

Enemy

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Zombie

“Undead” The player who defeats this card can chose a dead enemy from this turn to attack a player of his choice

2/4

Enemy

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Mecha Cyborg

4/6

Enemy

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Werewolf

“Cursed” The player facing this enemy can't get any drop cards for this combat

3/4

Enemy

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Turtle Troopa

“Shell Shot” When defeated, all other active enemies add 5/0. Keep the card in the center to remember the bonus

2/2

Enemy

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Ice Ninja

“Froze” Your inventory is disabled for this combat

3/2

Enemy

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Abomi- nation

5/5

Enemy

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Veloci-raptor

5/3

Enemy

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Dark Summoner

“Summon” Draw another enemy card and add its power and abilities to the combat.

2/1

Enemy

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Bubble Dino

“Bubble Wall” Adds 0/3 power to any other active enemy. Keep the card in the center to remember the bonus

2/1

Enemy

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Space Jellyfish

“Brain suck” Your character is disabled for this combat and it's power values added to Space Jellyfish

1/1

Enemy

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Banzai Bullet

7/1

Enemy

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Creepy Creep

“Blow Up” The player who defeats this enemy discards 3 of his/her active cards.

3/2

Enemy

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Item Eater

“Swallow it” Discard a random weapon or equipment from your active inventory

1/3

Enemy

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Black Mirror

“Dark Clone” The player faces a dark clone of himself, with the same power value as him at the time that this card is flipped.

?/?

Enemy

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Thief

“Pick Pokets” The player facing this enemy has to discard 2 random cards from his hand.

3/2

Enemy

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Piñata Gnome

“Jack Pot” Draw 5 extra drop cards when you defeat this enemy

0/9

Enemy

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Slime

“Gang up” This enemy adds 1/1 for each other active enemy

3/3

Enemy

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Dancing Maniac

“Frenzy” The player facing this enemy can’t cast cards during his/her combat

3/2

Enemy

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Mimic

“Treasure” Draw 3 extra drop cards when you defeat this enemy

3/5

Enemy

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Big Daddy

5/6

Enemy

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Floppy Bird

1/3

Enemy

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Spinning Blade

5/20

Enemy

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Exited Biker

2/3

Enemy

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Skeletal

“Spooky” Your character is disabled for this combat

3/3

Enemy

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Wild Petkachu

“Quick Attack” This enemy always attacks first no matter what

3/2

Final Boss

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Space Intruders

“Faster” The player must fight this Final Boss for 5 consecutive times. Each time it's considered a different combat and Space Intruders add 1/1

5/5

Final Boss

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Psychotic Mantis

“Mind Reader” The player facing this Final Boss must show his/her cards to the rest of the players

9/9

Final Boss

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Matakari King

“Ball Fusion” Your active cards are absorbed (discarded) and Matakari King adds 1/1 for each card absorbed. Keep the cards together to remember the bonus

5/6

Final Boss

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Giant Brain

“Mind Fuck” The players not facing this Final Boss, draw a random hand card from the player fighting it

8/8

Final Boss

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Horde of Lemmings

“10, 9, 8, 7, 6, 4, 3, 2, 1...”

“Industrious” The other players draw one drop card for each one you play

9/9

Final Boss

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Crazy Kid

Es lädt... es lädt...

“Angry Screamer” His shouts prevents the player in combat to use any cards on his/her hand

7/8

Final Boss

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Demon Hitler

Die, Allied schweinehund

13/9

Final Boss

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Colossal Titan

I need you to bring back her soul

10/15

Final Boss

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Master Race

Dirty Peasants

“Glorious” Your characters are disabled and their power values with all their bonuses are added to Master Race

6/7

Final Boss

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King Crowser

The princess is in another castle

“Minions” Draw 3 enemies that add their power values to King Crowser

5/5

If you like the game, you can subscribe to this newsletter.
I'll send you an email once the kickstarter it's live:

<http://eepurl.com/bXHMwb>



Also, you can help me out filling this survey. Your feedback would be invaluable to improve the game:
<http://goo.gl/forms/cfHFvUXA6F>

Next 2 pages are optional reverse face
for drops and enemy cards.

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