NEW GAME PLUS:

New Game Plus (NG+) adds a unique modifier to each Boss Fight in each Episode, changing their tactics and making each difficulty level much more difficult than before.

NG+ is intended for players who have defeated each One-Hit Heroes boss at least once. You can only play this mode if you have 3 Episodes' worth of cards in your Armory.

SETUP

Armory Draft

Each Boss is more powerful, but so are you! After picking an Episode, do an Armory draft *before* fighting the first Boss. *(Check page 13 of the rulebook for details.)*

This means you'll have 2 more cards than usual — for example, you'll face the final boss of the Episode with 8 cards drafted instead of 6.

Boss Deck Setup

Find the Boss Card in your Epilogue card pack that matches your current Boss encounter.

I.e. if you're fighting Punch-Bot, find the Card 0 with "Punch-Bot" on the back and place it onto the deck of Boss Cards.

Start of Battle

Once you finish battle setup, reveal and resolve Boss Card 0 immediately. This means the Boss gets a free turn before any of you!

After Battle

Keep your new Card 0 with the deck of Boss Cards when packing up. If you'd ever like to battle the original boss design, just skip over Card 0.

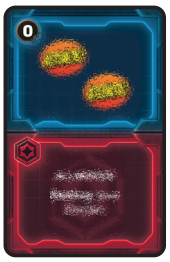
FAQ

Q: What if I want to play without NG+?
A: You can revert the game by returning the cards to the Epilogue Box, or skipping over the **0** card when you play.

Q: Can I play NG+ with DO66-0?
A: Yep! DO66-0 drafts an additional card before the first boss just like a regular Hero.

Q: Level 3 and up with NG+ is too difficult! Do you have any tips?
A: Make sure you aim for cards that specifically counter the strategies of the next Boss Fights in the Episode. Your Hero composition will also influence whether you want to synergize towards ending fights as soon as possible, or gaining value over time!

CARD TYPES



Regular Boss Cards

These cards become new additions to the Boss Deck, where they can appear and do their effect multiple times.

While Bosses start battles with Card 0 before anyone's first turn, any subsequent reveals are treated like regular Boss Cards.

Passive Abilities

These go under the Boss Mat and remain in play for the rest of the battle.

Passive abilities supercede other effects and rules, and they don't return to the Boss Deck during the battle.

One-Time Cards

These cards do one big effect and then **burn**, removing them from the battle.

Burned cards don't go back into the Boss Deck until end of battle.

Minions

These have all the same rules as other Minions, including the fact that they are removed from the battle once defeated.

Minions do their effect after the ability on the Boss Mat, and before the Boss Card is revealed during the SCOUT phase.

Wiggles3D