

# **Super Dungeon Fusion Mode v0.01**

This is an alternate rule set for Super Dungeon Explore and Arcade, with the intent for an experience of a higher difficulty than normal when concerning the Dungeon Boss.

Tenants:

## **Fusion**

Due to some horrible accident or sinister plot, two Bosses have been fused together. Arrange the two Bosses selected side by side, with their Timeout Cards directly above them.

Any Relics (or other equipment) attached to the Fusion Boss are placed under it in the normal position, but between the cards on the respective side.

Always use the larger model, or choose which model if they are the same size, provided you don't have a custom model to represent the Fusion.

Once the Fusion Boss is summoned, it receives 1 more Relic than normal and +1 star to all STR, ARM, WILL, and DEX. Both Bosses' sighting effect takes place.

A Fusion Boss always counts as both selected Bosses, and may choose between STR, ARM, WILL, DEX, and Abilities. Any Equipment, such as Relics, and Bonuses will contribute to either set of Attributes.

When the Fusion Boss is at half health, both Bosses' Timeout Effect will take place.

## **Fission**

Once the Fusion Boss is defeated, the individual Bosses may spawn in the same spot, or adjacent to the Fusion Boss.

If any Character Equipment was equipped on the Fusion Boss, then that character equipment transfers to the respective Character. Generic Equipment may transfer to either Boss.

## **Alternative**

The Bosses can start independently, and then when they are both defeated, fuse as a last attempt to overcome the Heroes.

Please consider this a lower difficulty attempt.

## **Thems the Rules**

Use whatever Arcade Mode ruleset you want: it should be relatively the same experience, just a bit harder.

## **Selection**

Feel free to select any two Bosses, and be creative.

## **Everything Else**

Everything else should be the same as the version you would normally play in.

Have fun fighting these monstrosity of Bosses.