

Maple Story Set 2 FAQ

Boss Rules Questions

Q: How do bosses work?

A: *Bosses are monsters with the following special rules:*

- 1. When you attack with a boss, you also get to do its "boss actions." Boss actions work like character actions, except you do them when you attack with the boss. Do its boss actions in order (top down) and then attack.*
- 2. Damage done to a boss doesn't go away at the end of the turn. Keep track of how much damage is done to it turn by turn until it's destroyed.*
- 3. You can have at most one copy of any given boss in play at a time. You can't play a boss that has the same name as a boss you already have in play.*

Q: I'm playing Jr. Balrog. His Meteor Slam has a cost beside it, but his Rend doesn't. Are both of these considered boss actions?

A: *No. Boss actions are only those with a cost, like Meteor Slam.*

Q: Do I have to do a boss action?

A: *No, they are optional, just like character actions.*

Q: Do I have to do boss actions in order?

A: *Boss actions are just like character actions. You have to do them in order, and you have to do them before you attack with a boss.*

Q: Can I play more than one Jr. Balrog?

A: *You can only have one Jr. Balrog in play at a time. And this is true of all bosses. You can put up to four of the same boss card in your deck, but you can only have one of them in play at a time.*

General Rules Questions

Q: There are a number of cards in this set that have a "Leader" ability that affects certain kinds of monsters like Aliens, Mechanicals, Toys, and others. How do I figure out if a monster is one of those types?

A: *These abilities refer to monster subtypes, which are listed directly under the art on a monster card after the word "monster." Subtypes are capitalized in rules text so you can identify them quickly.*

Q: Some cards like Training and Silver Legend shield let you level up an extra time. Do I get the +HP for leveling up with these? Also, do I get the lightning-bolt abilities of cards I level up with in this way?

A: *When a card tells you to level up, you do all the stuff you'd normally do when leveling up. So, yes you get the +20 HP and you get the lightning-bolt abilities. The only time you wouldn't get the level-up benefits is when the card specifically says you don't. For example, Devil Slime says, "When Devil Slime is destroyed, level up with it, but you don't get the +HP for leveling up."*

Q: How about the abilities that let you play cards? For example, Ward of Awakening says "Play a tactic from any discard pile" and Manon says "Reveal the top 2 cards of your deck. Play any monsters revealed this way and discard any others." When I do these abilities, can I play a tactic or monster of a color that I haven't leveled up with?

A: *No. To play a card of a certain color, you need at least one card of that color under your character. This is true regardless of what lets you play a card.*

Card Questions

Blue Mushroom

"When you play Blue Mushroom, you may return a monster to its player's hand."

Q: Who is a card's player?

A: *The person whose deck the card came from.*

Dark Scorpio

"Whenever you would take more than 30 damage all at once, take only 30 damage instead."

Q: What if my opponent hits me with Magic Claw twice, doing 20 damage, then another 20 damage. Does this count as 40 damage "all at once," since the damage is coming from one place?

A: *No, this is considered two separate instances of damage, so Dark Scorpio would see that 20 is being done all at once, and then another 20 is being done all at once, so it wouldn't reduce the damage.*

Devil Slime

"**Vanish** — When Devil Slime is destroyed, level up with it, but you don't get the +HP for leveling up."

Q: If my Devil Slime is destroyed, and I have a Red Apprentice Hat, will I still get +10 HP from the hat? (Red Apprentice Hat reads "Whenever you level up, get +10 HP.")

A: Yes. The phrase "the +HP for leveling up" refers specifically to the game rule that grants +20 HP when you level up.

Final Attack: Bow

"For each Bowman card under your character, do 10 damage to a character or monster."

Q: Do I have to add this up and hit one character or monster? Or can I damage several things with 10 damage each?

A: You can damage multiple characters or monsters.

Indigo

"**Bow Booster** — Get +20 on the next damage you do this turn."

Q: Do I have to use Indigo's Bow Booster on a character action?

A: No, but you have to use it on the next action you take that turn that does damage. You could choose to skip the rest of your character actions that do damage and save the +20 boost for a tactic or a monster attack.

Maple Soul Searcher

"Damage from your character actions can't be prevented."

Q: I have the Maple Soul Searcher out, and my opponent has one monster. Does his monster reduce the damage from my character actions?

A: No. When opponent's monsters reduce damage, it is damage prevention.

Papa Pixie's Time Warp

"You may do each of your character actions starting at the top and working your way down. When you're done, resume your turn. You can't play more than one Papa Pixie's Time Warp each turn."

Q: When I do my character actions, do I have to meet the level and color requirements?

A: Yes, this card doesn't allow you to get around that rule.

Q: Does a lightning-bolt ability count as a "character action?"

A: No.

Rage

"For each Warrior card under your character, one of your monsters that attacks this turn gets +10 attack until end of turn."

Q: What if I play a monster after I play Rage. Can I give the +10 to that monster?

A: *Yes. It doesn't matter if the monster was in play at the time you played Rage or not. You can still give it the bonus.*

Sneaky Twink

"Get +20 to your level until end of turn."

Q: So does this mean I get +40 HP until end of turn?

A: *No. While this ability temporarily adds to your level, it doesn't actually count as leveling up.*

Surprised Octopus

"**Panic** — When you play Surprised Octopus, look at the top 3 cards of your deck and put them back in any order."

Q: Do I put them back face up or face down, or do I get to choose?

A: *Face down. This is true of any cards like this that let you look at cards and then "put them back." Putting something back means putting it there in the same state it was in originally.*

Zombie Mushroom

"When Zombie Mushroom is destroyed, play rock-paper-scissors with your opponent. If you win, return it to play with 70 HP."

Q: Ok, we played rock-paper-scissors, and we tied. Now what do we do?

A: *Keep playing until someone wins.*