

If you fail to Run Away from a monster, it does Bad Stuff to you, as described on its card. This may vary from losing an Item, to losing one or more levels, to Death (see below).

If you are fleeing from multiple monsters, you roll separately to escape each one, in any order you choose, and suffer Bad Stuff from each one that catches you as soon as it catches you.

If two players are cooperating and still can't defeat the monster(s), they must both Run Away. They roll separately, and each player chooses in what order to Run Away. The monster(s) CAN catch them both.

Once you have resolved all Run Away rolls, discard the monster(s).

Death

If you die, you lose all your stuff. You keep your Class(es) and Level (and any Traps that were affecting you when you died) – your new character will look just like your old one. If you have Super Munchkin, keep that as well. Once you have died, you don't have to Run Away from any remaining monsters.

Looting The Body: Lay out your hand beside the cards you had in play (making sure not to include the cards mentioned above). If you have an Item with an Item Enhancer or attached to a Cheat! card, separate those cards. Starting with the player with the highest Level, everyone else chooses one card . . . in case of ties in Level, roll a die. If your corpse runs out of cards, tough. Once everyone gets one card, discard the rest. Looted cards go into players' hands.

Dead characters cannot receive cards for any reason, not even Charity, and cannot level up or win the game.

When the next player begins his turn, your new character appears and can help others in combat with his Level and Class abilities . . . but you have no cards, unless you receive Charity or gifts from other players.

On *your* next turn, start by drawing four face-down cards from each deck and playing any legal cards you want to, just as when you started the game. Then take your turn normally.

Traps

If drawn face-up during the Kick Open The Door phase, Trap cards apply to the person who drew them.

If acquired some other way, such as by Looting The Room, Trap cards go into your hand and may be played on any player at any time. ANY time, do you hear me? Reducing someone's abilities just as he thinks he has killed a monster is a lot of fun.

Usually, a Trap affects its victim immediately (if it can) and is then discarded. However, some Traps give a penalty later in the game or have a continuing effect. Keep these cards until you get rid of the Trap or the penalty takes effect. (Trap cards you keep as a reminder may not be discarded to power Class abilities. Nice try!)

Note: If someone plays a "your next combat" Trap on you while you are in combat, it counts in *that* combat! The same is true for a "your next turn" Trap played during your turn.

If a Trap can apply to more than one Item, the victim decides which Item is lost or Trapped.

If a Trap applies to something you don't have, ignore it. For instance, if you draw Lose Your Armor and you have no Armor, nothing happens; discard the card. (Some Traps have alternate effects, though, so read the card!)

There will be times when it will help

you to play a Trap or Monster on yourself, or to "help" another player in a way that costs him Treasure. This is very munchkinly. Do it.

Yer Trail Buddies

Sidekicks

Sidekicks are found in the Door deck. You can play a Sidekick at any time, even in combat, as long as you have only one Sidekick in play at a time. If you draw a face-up Sidekick, you may put it in your hand if you cannot (or don't want to) put it in play. You may discard a Sidekick at any time.

A Sidekick is *not* an Item unless it has a price on it (and none of the ones in this set have prices).

A Sidekick can sacrifice himself for you. If you lose a fight, then instead of rolling to run away, you may discard one Sidekick and anything he is carrying. You automatically escape from all monsters in the fight, even if a monster card says escape is impossible. If someone was helping you in the fight, YOU decide whether that person automatically escapes as well, or must roll to escape.

Some Sidekicks give you extra hands, or (in other sets) let you carry an extra Big item. In this case, the Sidekick does not actually have any items . . . he just increases your own abilities. If something happens to the Sidekick, your items are not affected.

Some Sidekicks (not those in this set, heh heh) can specifically carry and use an Item themselves. In some cases, a Sidekick can use an Item you cannot use for yourself. The items a Sidekick carries count for you and are affected by Traps and Bad Stuff as though you were carrying them yourself. If your Sidekick has an item:

- ★ If your Sidekick sacrifices himself for you, any items he was carrying are lost.

- ★ If your Sidekick is killed, you loot the body yourself and keep the items.

- ★ If your Sidekick is taken away by a Trap, by Bad Stuff, or by a change in loyalty, the items go with him!

Sidekicks and Monster Bonuses

Each Sidekick in this set is either male or female, and the drawing makes it obvious which. If (for instance) you have the Schoolmarm Sidekick and you face a monster that gets a bonus against females, it gets the bonus against you unless you immediately discard the sidekick.

However, Bad Stuff does not affect sidekicks unless it specifically mentions them, so ignore your sidekick's sex when determining what a monster does to you. Any card that can change a player's sex can change a Sidekick's sex, if someone chooses to use it that way.

Sidekicks and Cheating

A Cheat! card can be used to give you an extra Sidekick.

Steeds

Dear to a Munchkin's heart is his loyal Steed. Because, of course, it gives bonuses. Steeds are found in the Door deck.

No player can have more than one Steed except by using a Cheat! card.

Steeds are Items, and follow normal Item rules. Anything that affects an Item can affect a Steed.



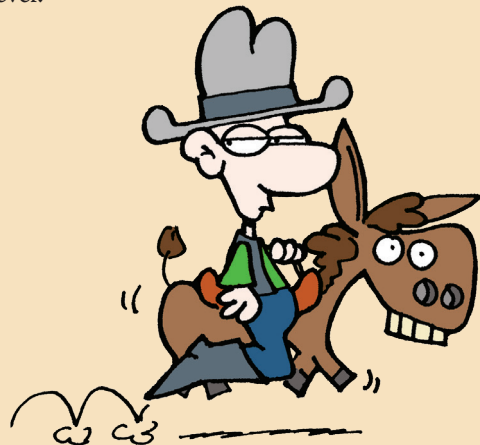
Steeds carry themselves. A Steed is "big," but it does not count against the number of Big items you can carry (in fact, some let you carry more Big things). The "big" designation on Steeds is to control what Traps affect them, and to keep Thieves, in a crossover game, from pocketing them and walking off with them.

There are also a few Items that specifically enhance Steeds. Steeds cannot use items unless the Item card specifically says so, and "item enhancers" don't affect Steed items.

If a Steed has a bonus or penalty to Run Away, that *replaces* the bonus or penalty of the rider. If your Steed gives you a penalty to Run Away, you may discard the Steed before you roll to flee. You don't suffer the penalty, but the Steed card goes to the discard pile.

Treating Steeds as Monsters

A player who draws a face-up Steed may choose to treat it as a monster instead. In that case, its Level is equal to twice the combat bonus at the top of the card, and defeating it is good for one Treasure and one level. The Bad Stuff for any Steed attacked as a monster is "Lose a level."



Faster Play Rules

For a faster game, you can add a "phase 0" called Listen At The Door. At the start of your turn before doing anything else, draw a face-down Door card, which you may play or not. Then arrange cards and Kick Open The Door normally. If you Loot The Room, draw a face-down *Treasure*, not a Door.

You can also allow shared victories – if a player reaches Level 10 in a fight where he had a helper, the helper also wins the game, no matter what Level he is.

Game Design by Steve Jackson

Database Wrangling: Monica Stephens

President/Editor-in-Chief: Steve Jackson • *Chief Executive Officer:* Philip Reed • *Chief Operating Officer:* Susan Bueno
Chief Creative Officer: Sam Mitschke • *Prepress Checker/Executive Editor:* Miranda Horner • *Munchkin Line Editor:* Andrew Hackard
Project Manager: Darryll Silva • *Production Artists:* Alex Fernandez, Gabby Ruenes, and Ben Williams • *Production Manager:* Sabrina Gonzalez
Operations Manager: Randy Scheunemann • *Director of Sales:* Ross Jepson

The Good, the Bad, and the Munchkin Playtesters: Jimmie Bragdon, Richard Dodson, Sascha M. Doepper, Andrew Hackard, Jan Hendriks, Urszula Jarych, Richard Kerr, Birger Krämer, James Martinson, Jeff Schaefer, Randy Scheunemann, Jason Swanson, Nicholas Vacek, Loren Wiseman, Duncan Wright, Erik Zane, and the Austin Blizzard crew.

The Good, the Bad, and the Munchkin 2 – Beating a Dead Horse Playtesters: Clint Ammenhauser, Eric Appel, Andrew Atwood-Taylor, Jim Auwaerter, Jason Bostick, Eric Dow, Jonathan Grabert, Al Griego, Mike Hall, Tyler Herrick, Michael Parker, and Patrick Sullivan.

Heinous card suggestions from: Marek Ctrnáct, J.G. Delmendo, Asher Densmore-Lynn, Jan Hendriks, Patrick Herfst, Kelly Merrell, Eric S. Raymond, and Benjamin Waddell.

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munchkin.game

Super-Sized Munchkin

Studies have shown that 8.4 out of 9.7 *Munchkin* players just can't get enough of the game. Here are some ideas to take your *Munchkin* games to new heights – or lows:

Combining different Munchkin sets. You can mix two (or more) base sets and expansions together for a genre-crossing mega-*Munchkin* adventure! Space plus Old West? Kung fu vampires? No problem!

Expansions. These add still more monsters to kill, new Treasure to loot, and sometimes entirely new kinds of cards. Ask for all the *Munchkin* sets and expansions at your local game or comic store – find it using our Store Finder, storefinder.sjgames.com – but if you don't have a local store, we'll be happy to sell them directly to you at warehouse23.com.

All of the above!!!

More Munchkin!

Visit munchkin.game for news, errata, updates, Q&A, and much more. To discuss *Munchkin* with our staff and your fellow munchkins, visit our forums at forums.sjgames.com/munchkin. Check out munchkin.game/gameplay/resources for reference cards, playmats, and dozens of links.

Use the #PlayMunchkin hashtag on social media to get our attention!

Twitter. Our Twitter feed often has *Munchkin* news (or bonus rules!): twitter.com/SJGames.

Facebook. Connect with other fans on our pages for *Munchkin* (facebook.com/sjgames.munchkin) and Steve Jackson Games (facebook.com/sjgames).

Instagram. We post lots of pictures of new *Munchkin* stuff to instagram.com/stevejacksongames.

The URL for this set is munchkin.game/products/games/the-good-the-bad-and-the-munchkin/the-good-the-bad-and-the-munchkin-complete-edition/.

Some cards in this set have icons on them indicating where they came from. Cards with no icons are from *The Good, the Bad, and the Munchkin*; cards with the 🍷 icon are from *Beating a Dead Horse*; and cards with the 🗡 icon were limited-run promotional cards or from *Hidden Treasures*.



THE GOOD, THE BAD, AND THE MUNCHKIN®



It's how the West was won . . .

by kicking down doors, killing things, and taking their stuff. Now the munchkins are Cavalry, Cowboys, Indians, Outlaws, and Dudes . . . and they're facing the perils of the Wild West for a fistful of treasures and a few levels more!

The Good, the Bad, and the Munchkin Complete Edition is based on the original *Munchkin* and can be combined with it, as well as any or all of the other *Munchkin* card games (see the last page).

This game includes 227 cards, one six-sided die, and these rules. Three to six can play. You will need 10 tokens (coins, poker chips, whatever – or any gadget that counts to 10) for each player.

What Is the Complete Edition?

This box is truly the complete *The Good, the Bad, and the Munchkin* package. It includes all the cards from the expansion, *Beating a Dead Horse*, three promotional GBM cards produced only in limited quantities, and two promotional bookmarks previously only available via Warehouse 23 and convention or in-store giveaways. You have chosen wisely, pardner!

Setup

Divide the cards into the Door deck and the Treasure deck. Shuffle both decks. Deal four cards from each deck to each player.

Card Management

Keep separate face-up discard piles for the two decks. You may not look through the discards unless you play a card that allows you to!

When a deck runs out, reshuffle its discards. If a deck runs out and there are no discards, nobody can draw any of that kind of card!

In Play: These are the cards on the table in front of you, showing your Class (if any) and the Items you are carrying. Continuing Traps and some other cards also stay on the table after you play them. Cards in play are public information and must be visible to the other players.

Your Hand: Cards in your hand are not in play. They don't help you, but they can't be taken away except by cards that specifically affect "your hand." At the end of your turn, you may have no more than five cards in your hand (see *Charity*, p. 2).

Cards in play may not be returned to your hand – they must be discarded or traded if you want to get rid of them.

Conflicts Between Cards and Rules

This rulesheet gives the general rules. Many cards add special rules, so in most cases when the rulesheet disagrees with a card, follow the card. However, ignore any card effect that might seem to contradict one of the rules listed below unless the card *explicitly* says it supersedes that rule!

- Nothing can reduce a player below Level 1, although card effects might reduce a player's or a monster's combat strength (p. 3) below 1.
- You go up a level after combat only if you *kill* a monster.
- You cannot collect rewards for defeating a monster (e.g., Treasure, levels) in the middle of a combat. You must finish the fight before gaining any rewards.
- You must *kill a monster* to reach Level 10, and you cannot force another player to help you do it.

Any other disputes should be settled by loud arguments, with the owner of the game having the last word. You could also read the *Munchkin* FAQ and errata pages at munchkin.game, or start a discussion at forums.sjgames.com/munchkin . . . unless it's more fun to argue.

Character Creation

Everyone starts as a Level 1 character with no class. (We never get tired of that joke.) *Munchkin* characters may be either male or female. Your character's sex is the same as your own at the start of the game unless you declare otherwise.

Look at your initial eight cards. If you have any Class cards, you may (if you like) play one by placing it in front of you. If you have any usable Items (p. 2), you may play them by placing them in front of you. If you have any doubt about whether you should play a card, you could read below, or you could just charge ahead and do it.

Starting and Finishing the Game

Decide who goes first in any way you can agree on. (Snicker.)

Play proceeds in turns, each with several phases (see p. 2). When the first player finishes his turn, the player to his left takes a turn, and so on.

The first player to reach Level 10 wins . . . but you must reach Level 10 by killing a monster, unless a card *specifically* allows you to win another way.

STEVE JACKSON GAMES



When You May Take Actions

You may perform these actions at any time:

- ★ Discard a Class.
- ★ Play a Go Up a Level or Sidekick.
- ★ Play a Trap.

You may perform these actions at any time, as long as you are not in combat:

- ★ Trade an Item with another player (the other player may not be in combat, either).
- ★ Change which Items you have equipped.
- ★ Play a card that you have just received (some cards may be played even during combat; see above).

You may perform these actions on your own turn:

- ★ Play a new Class card (at any time).
- ★ Sell Items for levels (except when you are in combat).
- ★ Play an Item (most Items cannot be played during combat, but some one-shot Items can; see p. 3).

Turn Phases

Your turn begins as soon as the previous player’s turn ends. When your cards are arranged the way you want, go to phase 1.

(1) **Kick Open The Door:** Draw one card from the Door deck and turn it face up.

If it’s a monster, you must fight it. See **Combat**, p. 3. If the card is a curse – see **Traps**, p. 5 – it applies to you immediately (if it can) and is discarded (unless it has a persistent effect or you keep the card as a reminder of an upcoming effect).

If you draw any other card, you may either put it in your hand or play it immediately.

(2) **Look For Trouble/Loot The Room:** If you fought a monster in phase 1, skip this phase and go to phase 3.

If you did NOT draw a monster when you first opened the door, you have two choices: either **Look For Trouble** or **Loot The Room**.

Look For Trouble: Play a monster *from your hand* and fight it, just as if you had found it when you kicked open the door. Don’t play a monster you can’t handle, unless you’re sure you can count on getting help (see p. 4)!

Loot The Room: Draw a second card from the Door deck, face down, and place it in your hand.

(3) **Charity:** If you have more than five cards in your hand, you must play enough cards to get you to five or below. If you cannot, or do not want to, you must give the excess cards to the player with the lowest Level. If players are tied for lowest, divide the cards as evenly as possible, but it’s up to you who gets the bigger set(s) of leftovers. If YOU are the lowest or tied for lowest, just discard the excess.

As soon as you are finished with Charity, the next player’s turn begins.

Combat: Basic Rules

When you fight a monster, you compare your **combat strength** (your Level plus any bonuses or penalties) against the monster’s combat strength. If your combat strength is greater, you win! If it is tied or lower, the monster wins.

For the full explanation, see **Combat**, p. 3.

Character Stats

Each character is basically a collection of weapons, armor, and magic items, with two stats: Level and Class. For instance, you might describe your character as “a Level 9 Cowboy with a Sheriff’s Badge, a 20-Gallon Hat, a Catamount pulling a Civil War Cannon, and a Crusty Old Prospector Sidekick.”

Your character’s sex starts off the same as your own.

Level: This is a measure of how generally buff and studly you are. When the rules or cards refer to your Level, capitalized, they mean this number.

You gain a level when you kill a monster, or when a card says that you do. You can also sell Items to buy levels (see **Items**).

You lose a level when a card says that you do. Your Level can never go below 1. However, your combat strength can be negative, if you get hit with a trap or have some other kind of penalty.

Class: Characters may be Cavalry, Cowboys, Indians, Outlaws, or Dudes with the appropriate Class card. Each Class has different abilities, shown on the cards. You gain the abilities of a Class the moment you play its card in front of you, and lose them as soon as you discard that card. Some Class abilities are powered by discards. You may discard any card, in play or in your hand, to power a special ability.

You can discard a Class card at any time, even in combat: “I don’t wanna be a Dude any more.” When you discard a Class card, you become classless until you play another class card.

You may not belong to more than one class at once unless you play the **Super Munchkin** card.

Super Munchkin

This card may be played whenever it is legal to play a Class, as long as you have an appropriate Class card to attach it to. You cannot have more than one of the same Class card in play at once.

If you play **Super Munchkin** with one Class, you get all the advantages of being that Class (the ability to equip Class-only Items, monsters with penalties against that Class suffer those penalties) and none of the disadvantages (you can equip Items forbidden to that Class, and monsters do not get bonuses because of your Class). If the Class has an ability that has a cost, however, you must still pay it – you aren’t *that* Super!

Treasures

Treasure cards include permanent and “one-shot” cards. Any Treasure card may be played to the table as soon as you get it, or at any time on your own turn *except* during combat (unless the rules below or the card itself says otherwise).

Items

Most Treasures are Items. Items have a Gold Piece value. (“No Value” is equivalent to zero Gold Pieces, and these cards are also Items.)

All Items you have in play are considered “carried.” Items that are actually giving you a bonus are “equipped.” You should indicate Items that are not equipped by turning the cards sideways. You may not alter the status of your Items during a combat or while running away.

Anyone can *carry* any Item (except for extra Big items; see below), but you may *equip* only one Headgear, one suit of Armor, one pair of Footgear, and two “1 Hand” Items (or one “2 Hands” Item) . . . unless you have a card that lets you ignore these limits, such as **Cheat!**, or unless one of the cards says otherwise. If you are carrying two Headgear cards, for instance, you can equip only one of them at a time.

Likewise, some Items have restrictions: for instance, the **Branding Iron** can only be wielded by a Cowboy. Its bonus only counts for someone who is, at the moment, a Cowboy.

You cannot discard Item cards “just because.” You may *sell* Items for a level, *trade* Items with other players, or *give* an Item to another player who wants it (see below). You may discard Items to power certain Class abilities. And a Trap or a monster’s Bad Stuff (see p. 4) may force you to get rid of something!

Big Items: You may carry any number of Small items, but only one Big one. (Any item not marked Big is considered Small.) You may not discard one Big item to play another; you must sell the first Item, trade it, lose it to a Trap or Bad Stuff, or discard it to power a Class ability.

If something lets you have more than one Big item and you lose that ability, you must either correct the problem immediately or get rid of all but one Big item. If it’s your turn and you’re not in combat, you can sell the excess Big items (as long as you have at least 1,000 Gold Pieces of Items to sell). Otherwise, you must give them to the lowest-Level player(s) who can carry them! If any Big items are still left over, discard them.

Trading: You may trade Items (but no other cards) with other players. You may only trade Items from the table – not from your hand. You may trade at any time except when you or your trading partner are in combat – in fact, the best time to trade is when it’s not your turn. Any Item you receive in a trade must remain in play.

You may also give Items away without a trade, to bribe other players – “I’ll give you the **Civil War Cannon** if you *won’t* help Bob fight the **Grizzly!**”

You may show your hand to others. Like we could stop you.

Selling Items for Levels: At any point during your turn except during combat or Running Away, you may discard Items worth a total of at least 1,000 Gold Pieces and immediately go up one level. (“No Value” cards are the same as zero Gold Pieces.) If you discard (for instance) 1,100 Gold Pieces worth, you don’t get change. But if you can manage 2,000 worth, you can go up two levels at once, and so on. You may sell Items from your hand as well as those you are carrying. You may *not* sell Items to go to Level 10.

“One-Shot” Treasures

A Treasure card that says “Usable once only” is often called a “one-shot” Treasure. Most of these are used during combat to strengthen the munchkins or the monsters, and may be played from your hand or from the table. Some have other effects, however, so read the card carefully! Discard these cards as soon as the combat is over or their effect is resolved.

Other Treasures

Other Treasure cards (like Go Up a Level cards) are not Items. Most of these cards say when they can be played, and whether they stay in play or are discarded. One specific example:

Go Up a Level cards may be played on yourself or any other player at any time, even during combat. Discard them once they are played. **Exception:** You cannot play a **Go Up a Level** card to give a player the winning level!



Level Counters: It’s Not Cheating, It’s Using the Rules!

If you have an iOS or Android device, you’ll like our Level Counter smartphone app. Just search for “**Munchkin** level counter” or click the link at levelcounter.sjgames.com. Even better, it gives you personal *in-game advantages* to make your friends jealous . . . which is what being a munchkin is all about!

Combat

To fight a monster, compare its **combat strength** to yours. Combat strength is the total of Level plus all modifiers – positive or negative – given by Items and other cards. If the monster’s combat strength is equal to yours, or greater, you **lose the combat** and must Run Away (see p. 4). If your combat strength totals more than the monster’s – note that monsters win ties! – you **kill it** and go up a level (two levels for some big monsters). You’ll also get the number of Treasures shown on its card.

Sometimes a card will let you get rid of the monster without killing it. This is still “winning,” but you don’t get a level. Unless the ability says otherwise, you don’t get the Treasures, either. If the last monster is removed from a combat, it ends instantly.

Some monster cards have special powers that affect combat – a bonus against a Class, for instance. Be sure to check these!

You and the other players may play one-shot Treasures or use Class abilities to help or harm you in your combat. Some Door cards may also be played into a combat, such as Monster Enhancers (see below).

Remember: while you are in combat, you cannot sell, equip, unequip, or trade Items, or play Treasures from your hand, unless these rules or the card says otherwise.

If you kill a monster (or monsters!), discard the monster(s) and any other cards played, and claim your rewards. But note: someone may play a hostile card on you, or use a special power, just as you think you have won. When you kill a monster, you must wait a reasonable time, defined as about 2.6 seconds, for anyone else to speak up. After that, you have really killed the monster, and you really get the level(s) and Treasures, though they can still whine and argue.

Monsters

If drawn face-up, during the Kick Open The Door phase, monsters immediately attack the person who drew them.

If you get a monster card any other way, they go into your hand and may be played during your own turn to **Look For Trouble**, or played to join another player’s fight with the **Wandering Monster** card. (See **Fighting Multiple Monsters**, p. 4.)

Each monster card is a single monster, even if the name on the card is plural.

Monster Enhancers

Certain cards, called monster enhancers, raise or lower the combat strength of individual monsters. (Penalties to monsters are still considered enhancers.) They also affect the number of Treasures the monsters are worth. Monster enhancers may be played by any player during any combat.

All enhancers on a single monster add together. If there are multiple monsters in a combat, the person who plays each enhancer must choose which monster it applies to.

Fighting Multiple Monsters

Some cards (notably **Wandering Monster**) allow your rivals to send other monsters to join the fight. You must defeat their **combined** combat strengths. Any special abilities, such as forcing you to fight with your Level only, apply to the entire fight. If you have the right cards, you can eliminate one monster from the combat and fight the other(s) normally, but you cannot choose to fight one and Run Away from the other(s). If you eliminate one monster, but then run from the other(s), you don’t get *any* levels or Treasure!

Undead Monsters

Several monsters in this set are tagged **Undead**. You may play any Undead monster from your hand into combat to help any *other* Undead, *without* using a **Wandering Monster** card. If you have a card that can be used to make a monster Undead, you may play it with a non-Undead monster to use this rule.

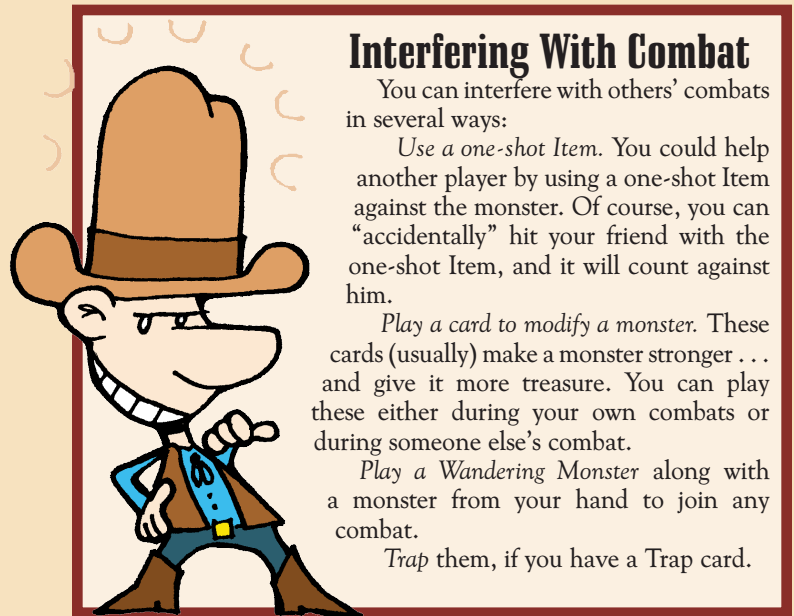
Asking For Help

If you cannot win a combat on your own, you may ask any other player to help you. If he refuses, you may ask another player, and so on, until they all turn you down or someone helps. Only one player can help you, adding his combat strength to yours. *Anyone* can play cards to affect your combat, however!

You’ll probably have to bribe someone to help. You may offer your helper any Item(s) you are currently carrying, or any number of the Treasure cards the monster has. If you offer him part of the monster’s Treasure, you must agree whether he picks first, or you pick first, or whatever. You may also offer to play any cards from your hand that you legally could, such as **Go Up a Level** cards, on your helper.

The special abilities or vulnerabilities of the monster also apply to your helper, and vice versa. For instance, if you are not a Cowboy, but a Cowboy helps you, the **Mechanical Bull** will be at a -3 against you. But if you are facing the **Killer Jalapeño** and a Dude helps you, the foe’s combat strength is increased by 3 (unless you, too, are a Dude and the foe’s combat strength has already been increased . . . don’t increase it twice).

If someone successfully helps you kill the monster, discard it, draw Treasures (see **Rewards**, below), and follow any special instructions on the monster card. You level up for each slain monster. Your helper does *not* go up any levels. You draw the Treasure cards, even if it was your helper’s special ability that defeated the monster, and distribute them according to the agreement you reached.



Interfering With Combat

You can interfere with others’ combats in several ways:

Use a one-shot Item. You could help another player by using a one-shot Item against the monster. Of course, you can “accidentally” hit your friend with the one-shot Item, and it will count against him.

Play a card to modify a monster. These cards (usually) make a monster stronger . . . and give it more treasure. You can play these either during your own combats or during someone else’s combat.

Play a Wandering Monster along with a monster from your hand to join any combat.

Trap them, if you have a Trap card.

Example of Combat, With Numbers and Everything

Miss Kitty is a level 4 Dude with the Bowler Hat (+2 to her combat strength, plus an additional +1 because she’s a Dude) and Bowie Knife (another +2, for a total of 4 + 3 + 2 = 9 combat strength). She kicks open the door and finds the Ghost Rider, a Level 8 monster. Miss Kitty’s at a 9 and the Ghost Rider is at a 8, so Miss Kitty is winning.

Miss Kitty: Yippie-ti-yi-oh!

Dillon: That Gol-Darned Ghost Rider!

Dillon plays Gol-Darned, adding 5 to Ghost Rider’s combat strength. Now Miss Kitty is losing, 13 to 9.

Miss Kitty: Them’s fightin’ words, pardner!

Dillon: Looks like you could use some help, little lady. (Dillon is playing a Level 3 Outlaw with the Bullwhip, so his combat strength is 6. Combined with Miss Kitty’s 9, they would have 15, enough to defeat Ghost Rider’s 13.)

Miss Kitty: You just get your sorry carcass out of here before I fill it full of arrows, *kemo sabe*.

Miss Kitty discards her Dude class and plays Indian in its place. She loses the +1 bonus for Headgear that the Dude gave her . . . but gets +2 for each of her items instead (because they have “Bow” in the name), for a total combat strength of 12! In addition, Ghost Rider has -3 against Indians, so now she’s winning, 12 to 10.

Dillon: Ambushed!

Miss Kitty: I’m claiming this loot and ridin’ off into the sunset unless someone else plans to mess with me. Anyone?

No one says anything, so Miss Kitty goes up a level and claims her treasures – two from the Ghost Rider card, and one extra because it was Gol-Darned. And the game goes on . . .

A few cards or abilities allow you to compel another player to help you in combat. These abilities *do not* work if you are fighting for the win – and if you force someone to help and then the fight becomes one for the win, your helper gets to back out without penalty. However, if you *voluntarily* help someone, you don’t get to back out just because they’re about to win the game – so pay attention!

Rewards

When you kill a monster, you get one level per monster, unless the Monster card says something else, and you get all its Treasure! Each monster has a Treasure number on the bottom of its card. Draw that many Treasures, modified by any Monster Enhancers played on it. Draw *face-down* if you killed the monster alone. Draw *face-up*, so the whole party can see what you got, if someone helped you.

If you defeat a monster by nonlethal means, you do not get a level and you may or may not get the Treasure, depending on the method.

Treasure cards can be played as soon as you get them, even if you are the helper.

Running Away

If nobody will help you . . . or if somebody tries to help, and your fellow party members interfere so the two of you *still* cannot win . . . you must Run Away. You don’t get any levels or Treasure. You don’t even get to Loot the Room. And you don’t always escape unharmed . . .

Roll the die. You escape on a 5 or more. Some Class abilities and some Treasures make it easier or harder to Run Away from all monsters. And some monsters give you a bonus or penalty to your roll for that monster only.