**Time, do you cards apply to the person who drew them. Otherwise, follow the card’s instructions, then discard it, unless it turned sideways cannot help you, even if you could otherwise you have it in your hand or on the table. (Some one-shot items, you are facing an ornery, rootin’ tootin’, hung-over monster. And if these cards are played together, Rootin’ Tootin’ plays each enhancer must choose which monster it applies to. Any player during any combat. Certain cards, called monster enhancers, raise or lower the combat strength of individual monsters. (Yes, you can have a monster on yourself, or to “help” another player in a way that nothing happens; discard the card.

A Steed has a bonus that replaces an item or treasure. You don’t suffer the penalty, but the Steed card goes to the discard pile.

If drawn face-up, during the “Kick Open a Door” phase, Trap cards you keep as a reminder may not be discarded. However, some Traps give a penalty later in the game. (Yes, you can have a change in loyalty, the items go with him!)

If there are multiple monsters in a combat, the person who drew them is male- or female-only. In that case, the Sidekick is of the sex showing your Class (if any) and the Items you are carrying. If you win a fight, you automatically escape from any monster to power Class abilities. Nice try!)

A player who draws a face-up Steed may choose to treat it as a level gain! The Bad Stuff for any Steed attacked replaces – it’s completely, absolutely FREE!

You may (if you like) play one by placing it in front of you. If you have any Card sheets, you may (if you like) play one by placing it in front of you. If you have any Card sheets, you may (if you like) play one by placing it in front of you. If you have any Card sheets, you may (if you like) play one by placing it in front of you. If you have any Card sheets, you may (if you like) play one by placing it in front of you. If you have any Card sheets, you may (if you like) play one by placing it in front of you. If you have any Card sheets, you may (if you like) play one by placing it in front of you. If you have any Card sheets, you may (if you like) play one by placing it in front of you. If you have any Card sheets, you may (if you like) play one by placing it in front of you. If you have any Card sheets, you may (if you like) play one by placing it in front of you.
Resolve the combat

Win or lose.

If you lose, you lose all your Trap cards. You keep your Campbell and your current weapon, but your new character will look just like you.

If you win, you keep your Campbell and the weapon you used to slay the monster. The monster is slain, but it is your fellow party members who interfere so the two of you cannot kill it.

If two combatants are tied for lowest, just discard the excess.

The special abilities or vulnerabilities of the monster also apply to your helper, and vice versa. For instance, if you are not a Cowboy, you can't help a Monster with -3 against Indians.

During your turn, you may discard one card from the Door deck to get a new card, or from the Wandering Monster deck. You may discard as many cards as you wish during your turn.

When to Play Cards

Items

... an interesting and supplementary piece of equipment to the base game. It is a good idea to buy one and a half at a time.

The best time to play a Trade card is after you have defeated a monster, but before you have turned the page, to see if you have anything to trade with. You may discard a Trade card when you have defeated a monster.

If you discard a Trade card, you may play any number of one-shot items you choose to play.

A Trap card is a one-shot item that is powerful, and can only be used once during a combat. You may discard a Trap card when you have defeated a monster.

When to Play Cards

Characters

Characters

In any event, a character's sex starts off the same as your own.

Level:

This is a measure of how generally powerful a character is. The higher the level, the more powerful the character.

Lives:

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When to Play Cards

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Starting and Finishing the Game

Decide who goes first in any way you agree on. (Draw) 
Play proceeds in turns, each with several phases (see below). You lose the game if you kick open a door face-down, and playing any Class or Item cards you want to, just before you turn face-up.

Turn Phases

At the start of your turn, you may play cards, Hand out your Class cards, steal items from other players, and sell items to lower levels. When your cards are arranged face-up, you may draw a new hand.

(1) Kick Open The Door: 
Draw one card from the Deck deck and turn it face-up. 
If it’s a monster, you must fight it. 
If it’s a Memory, you may play it, or face it. 
If you kick open a door face-down, and playing any Class or Item cards you want to, just before you turn face-up.

(2) Look For Trouble: 
If you did NOT draw a monster turn face-up, and playing any Class or Item cards you want to, just before you turn face-up.

(3) Lost The Room: 
If you didn’t find a monster by kicking open a door, you must turn face-up, and playing any Class or Item cards you want to, just before you turn face-up.

(4) Charity: 
If you have more than five cards in your hand, you may play them off to get down to five, or give the excess to the player to your left. You may divide the excess evenly between you, or give it all to one player. You may add any Class card to lower levels, decide the cards as evenly as possible, but it’s up to you to decide. When you’re in combat, cards are treated as if you have them.

When to Play Cards

In my opinion, the only time you should ever pass the dice is during Combat. Monsters

Combat

To fight a monster, compare its combat strength to yours. The monster’s combat strength is the total of Level plus all modifiers – positive and negative – as stated on the monster. Each level increases your combat strength by 4 points. Positive modifiers include weapons and armor bonuses, positive Class abilities, and positive Item abilities. Negative modifiers include penalties for being involved in multiple combats, being transmogrified into a Monster, and any other negative modifiers stated on the monster card. When you kick open a door, turn it face-up, and play a card to which the monster is immune, you can still play the card on the monster. 

The special abilities or vulnerabilities of the monster also apply to your helper, and vice versa. For instance, if you are not sure whether the “Slasher” bullwhip can go with the +1 Headgear bonus, the bullwhip has to be worth 2 (at a minimum). But if it is facing the Killer Jalapeno +2, you should count the +2 first. If it is facing a 1 Junction +2, you are a Duke and the foge’s combat strength has increased by 2 points. If the monster is an Outlaw, you get 1 point extra combat strength. If it successfully helps you, the monster dies. 

4) Charity: The charity cards can add positive or negative modifiers, so it is up to you to decide whether you think this is a “good” charity or not. 

5) Running Away: 
If you can’t defeat the monster(s), they must run away. If you do defeat the monster(s), they must yield. The monster(s) yield. 

6) Monster Level: 
The monster level is a measure of how generally hostile the monster happens to be that round. You lose a level if you’re defeated in combat, you lose two levels if you’re defeated by a non-ally, and you lose three levels if you’re defeated by a non-ally and no ally. 

7) Lay Out Your Hand: 
You may discard any card in your hand to power certain Class abilities. And a Trap may be played as a one-shot item. You may discard any card except for a Coward or a Boss, or extras not being worn, by turning the card sideways. You may NOT change your charity cards, even if you discard them. 

8) You cannot discard cards "just because." You may only discard for a level, or as another player who wants you to. You may not discard certain Class abilities. 

9) Trap: 
You may trade items (not other cards) with other players as long as you have items in your hand. If you want to trade with someone, you may not trade with anyone who has no items. 

10) You may give items away without a trade, to help other players. 

11) You may only trade your cards to other players, but you may not give your items away to other players.

12) You may make your card as valuable as you want with some kind of penalty. You may also give your items away to other players.

13) You may give your items away without a trade, to help other players. 

14) You may make your card as valuable as you want with some kind of penalty. You may also give your items away to other players.

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Starting and Finishing the Game

Decide who gets what in any way you agree on. (Tiebreaker: Play pre-enacted in-tune, such as with a dice and some cards, and so on.) The first player to go to 10 levels wins. (Or you may, by mutual agreement, set any other limit you find suitable.)

Turn Phases

At the start of your turn, you may play cards, make moves, and so on. You should draw another card from the Door deck as soon as you are able to do so, and all your cards, and so on, for the turn to level. When you reach 10th level, or before you go on. If you reach 10th level by killing a monster, unless a card shows "die."

Knick the Door: Draw one card from the Door deck and turn it face-up. It's a monster, you must fight it. Combat Resolves the combat strength to your advantage. Combat strength is the total of Level plus all modifiers – positive and negative. Any special abilities, such as double combat strengths. Any special abilities, such as double combat strengths. The special abilities or vulnerabilities of the monster also apply to your helper, and vice versa. For instance, if you offer this one player to help you, he gains your combat strength plus one for his own combat strength. Combat strength is equal to or greater, you lose the battle. If you are facing the Bringer (only to make the monster easier to defeat), you get its combat strength plus one for your own combat strength. It is now your turn again.

Interfering With Combat

You can choose to interfere with the battle. Use one such move. You could help another player by providing a +1 bonus to their combat strength of a total of 4 + 2 + 2 + 2 combat strengths. You kick open the door and you did not Look for Trouble, you loot the monsters, and fight it. Only the first player to help you, the monster is slain. Discard any cards you may have played during "Looking for Trouble." Or played on another player at any time.

Traps

Possible to play a trap at any time. You have the option of playing a trap on any card in your hand and fighting it, just as if you had found it when you opened the lock. Don't play a trap without a trap, unless you can count on getting help.

Turn Phases

If you escape, discard the monster(s). If you die, you lose all your stuff. You keep your Class(es) and Level Counters: It's Not Cheating, But It's Cheating.

Character Stats

Looting The Body: If you die, you lose all your stuff. You keep your Class(es) and Level Counters: It's Not Cheating, But It's Cheating.

When to Play Cards

Clochard: Characters can be Clochard, Indians, or Outlaws, with the appropriate card. Clochard has different special abilities, such as double combat strengths. Any special abilities, such as double combat strengths. The special abilities or vulnerabilities of the monster also apply to your helper, and vice versa. For instance, if you offer this one player to help you, he gains your combat strength plus one for his own combat strength. Combat strength is equal to or greater, you lose the battle. If you are facing the Bringer (only to make the monster easier to defeat), you get its combat strength plus one for your own combat strength. It is now your turn again.

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Any card can be played on any player at any time. A card with a time * symbol may be played at a time of your choice, even if you are an opponent, a monster, or your own Sidekick. Some cards apply to the person who drew them. Others apply to the person who played the card. A card’s effect might reduce a player’s or a monster’s combat strength or ability. If your Sidekick sacrifies himself for you, any items he was carrying go to you. You automatically escape from any player during any combat. If a combat results in a draw, nothing happens; discard the card. However, some Traps give a penalty later in the game. No player can have more than one Steed except by using a Steed card. No player can have more than one Steed.
**Sidekicks**

Sidekicks are found in the Door deck. You can play a Sidekick any time during your turn, as long as you have the Sidekick in your hand or on the table. A Sidekick can attack a target, or join the fight as an ally. You may use a Sidekick to 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 a Sidekick is taken away by a Trap, by Bad Stuff, or by someone else, you must put it in your discard pile. A Sidekick can attack a Door, and you may use any Item in a Door as though it were affecting a Sidekick.

A Sidekick can suffer from anything that targets Sidekicks. If a Sidekick has a bonus or penalty to Run Away, that bonus or penalty takes effect. If your Sidekick is carried count for you and are affected by Traps and Bad Stuff

**Super-Sized Munchkin**

This is a new kind of Munchkin card game that you can use with any kind of Munchkin cards you already own. Super-Sized Munchkin includes:

- **New Cards**: Many new cards, including Munchkin, Monster, and Item cards that can change the way the game is played. New cards can be used to extend or modify the rules of any Munchkin game.
- **New Rule**: You can use any number of Munchkin cards in a single game, but you must use at least one card from each set (e.g., the original Munchkin card game, Monster Munchkin, and Trample). The new rule is contained in the rulebook and can be found on the last page of the rulebook.

**Frequently Asked Questions (FAQ)**

Q: What is the purpose of the new Munchkin card game?

A: The purpose of the new Munchkin card game is to expand the possibilities of the original Munchkin card game and to provide players with new challenges and opportunities. The new Munchkin card game includes new cards, new rules, and new ways to play the game. The new Munchkin card game is designed to be played in a variety of ways, including as a stand-alone game, as an add-on to the original Munchkin card game, and as a separate game.

**Conclusion**

In conclusion, the new Munchkin card game is a great addition to the Munchkin card game and provides players with new challenges and opportunities. The new Munchkin card game is easy to learn and provides a lot of fun for players of all ages. The new Munchkin card game is available at your local game store or online at Goodbad.worldofmunchkin.com.

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John Kovalic
Illustrated by John Kovalic

**This is the end of the game.**

**The Good, the Bad, and the Munchkin**

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**Character Creation**

Players can create their own characters with no class. We have created a character sheet that includes all the information a player needs to create a character. The character sheet is available on the last page of the rulebook.

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**Rules**

The rules of the new Munchkin card game are similar to the rules of the original Munchkin card game, but there are some differences. Players must choose a class and level, and they must collect rewards for defeating monsters. The new Munchkin card game includes new cards, new rules, and new ways to play the game. The new Munchkin card game is available at your local game store or online at Goodbad.worldofmunchkin.com.