still fellow party members interfere somebody tries to help, and your chooses in what order to Run Away. The monster(s) CAN catch they must both Run Away. They roll separately, and each player each one that catches you as soon as it catches you. escape each one, in any order you choose, and suffer Bad Stuff from for that monster only.

Running Away
Roll the die. You escape on a 5 or more. Some Class abilities and defeat the Pharaoh handily. his combat strength is 11. Combined with Jules' 19, that would Cane-Gatling Gun (for a total +9 bonus). He kicks open Guy chooses the first and the last of those treasures. The own card, and one extra because it was Radium-Powered.

Kaja contemplates her hand and realizes that she could unless someone else plans to mess with me. Anyone?

Guy: So what would you want?
Jules: I'm deleting the Gyroscopic Pharaoh from history
Guy: Take the deal. Now he and his temporarily trusty Tycoon sidekick are whomping the foul Pharaoh by 30 to 19.

With Numbers and Everything
Start the game. Then take your turn normally.

On your turn:
1. Nothing can reduce a player below Level 1, although card effects might reduce a player's or a monster's combat strength to 0.
2. You go up a level after combat only if you kill a monster.
3. You must duel to recover to level 10.
4. You must duel to recover to level 10.

If it's steampunk, it has gears. This can be proven by Mathematics.

The Gears monsters are:

- Gear-Fist
- Gear Beer
- Canesaw
- Cogwheel Cuirass
- Automatic Monocle
- Armor,
- Titan of Industry
- Theo D’Olite
- Visual Reception Apparatus
- Pedal Reduplicator
- Track Shoes
- Gear-Fist
- Gear Beer
- Canesaw
- Cogwheel Cuirass
- Automatic Monocle
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When You May Take Actions
You may take any action at any time during your turn, as long as you are not in combat.

- **Discard:** You must discard at least one card to play a card. You may discard any card or cards, in play or in your hand, including items.
- **Play:** You may play any card, in play or in your hand, as long as you have at least one card in front of you. The card may be played immediately, or it may be played on another card, and it may be played face up or face down, unless the card's rules specifically state otherwise. Some cards may not be played during combat. You may choose whether to place a card face up or face down.
- **Trade:** You may trade any card in play or in your hand. You may trade any card in any player's hand, except for the card the player is currently using. You may only trade cards with another player if you have at least one card in your hand or in play. The card you trade must be in your hand or in play. You may choose whether to trade face up or face down, unless the card's rules specifically state otherwise. You may only trade face up and face down cards with another player if you have at least one card in your hand or in play. The card you trade must be in your hand or in play. You may choose whether to trade face up or face down, unless the card's rules specifically state otherwise.
- **Through:** You may play any card, in play or in your hand, as long as you have at least one card in front of you. The card may be played immediately, or it may be played on another card, and it may be played face up or face down, unless the card's rules specifically state otherwise. Some cards may not be played during combat. You may choose whether to place a card face up or face down.
- **Use:** You may play any card, in play or in your hand, as long as you have at least one card in front of you. The card may be played immediately, or it may be played on another card, and it may be played face up or face down, unless the card's rules specifically state otherwise. Some cards may not be played during combat. You may choose whether to place a card face up or face down.

Character Stats
- **Names:** Characters (not including monsters orTreasures) of any level and class to identify you, unless you declare otherwise. Each card has a unique ability, or group of abilities, that you may use. The ability may be used immediately, or it may be used on another card, and it may be used face up or face down, unless the card's rules specifically state otherwise. Some cards may not be played during combat. You may choose whether to place a card face up or face down.
- **Effects:** Each card has special abilities, or effects, that you may use. The ability may be used immediately, or it may be used on another card, and it may be used face up or face down, unless the card's rules specifically state otherwise. Some cards may not be played during combat. You may choose whether to place a card face up or face down.
- **Combat:** Each card has special abilities, or combat, that you may use. The ability may be used immediately, or it may be used on another card, and it may be used face up or face down, unless the card's rules specifically state otherwise. Some cards may not be played during combat. You may choose whether to place a card face up or face down.
- **Turn Phases:** Turn Phases are listed on the player's turn card. You must play each card in the order of the cards. You may play multiple cards in a single turn, but you must play each card in the order of the cards. You may play multiple cards in a single turn, but you must play each card in the order of the cards. You may play multiple cards in a single turn, but you must play each card in the order of the cards.
- **Quitting or Surrender:** You may quit the game at any time, as long as you are not in combat. You may quit the game at any time, as long as you are not in combat. You may quit the game at any time, as long as you are not in combat.

Combat: Basic Rules
- **Monsters:** Monsters are the enemies that you fight. Monsters are the enemies that you fight. Monsters are the enemies that you fight.
- **Treasures:** Treasures are the cards that you receive. Treasures are the cards that you receive. Treasures are the cards that you receive.
- **Items:** Items are the cards that you trade with other players. Items are the cards that you trade with other players. Items are the cards that you trade with other players.
- **Level:** Level is a measure of how generally buff and studly you are. Level is a measure of how generally buff and studly you are. Level is a measure of how generally buff and studly you are.
- **Gold Pieces:** Gold Pieces are the currency that you use to buy cards. Gold Pieces are the currency that you use to buy cards. Gold Pieces are the currency that you use to buy cards.
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Monster Enhancements
- **Classes:** Certain cards, called Monster Enhancements, enhance the combat phases and cards. Certain cards, called Monster Enhancements, enhance the combat phases and cards. Certain cards, called Monster Enhancements, enhance the combat phases and cards.
- **Turn Phases:** Turn Phases are listed on the player's turn card. You must play each card in the order of the cards. You may play multiple cards in a single turn, but you must play each card in the order of the cards. You may play multiple cards in a single turn, but you must play each card in the order of the cards. You may play multiple cards in a single turn, but you must play each card in the order of the cards.
- **Quitting or Surrender:** You may quit the game at any time, as long as you are not in combat. You may quit the game at any time, as long as you are not in combat. You may quit the game at any time, as long as you are not in combat.

Fighting Multiple Monsters
- **Monsters:** Monsters are the enemies that you fight. Monsters are the enemies that you fight. Monsters are the enemies that you fight.
- **Treasures:** Treasures are the cards that you receive. Treasures are the cards that you receive. Treasures are the cards that you receive.
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- **Level:** Level is a measure of how generally buff and studly you are. Level is a measure of how generally buff and studly you are. Level is a measure of how generally buff and studly you are.
- **Gold Pieces:** Gold Pieces are the currency that you use to buy cards. Gold Pieces are the currency that you use to buy cards. Gold Pieces are the currency that you use to buy cards.