

YOU'RE A VERY NAUGHTY CHILD



ABOUT TO COMMIT MYTHICIDE!



FOR 4-9  
PLAYERS



THREE FATES GAMES PRESENTS LET'S KILL KRAMPUS BY HOLLY BOYER & SCHOOF

# RULEBOOK

***Copyright © 2013 Three Fates Games LLC***

*All rights reserved. No part of this publication may be reproduced, distributed, or transmitted in any form or by any means, including photocopying, recording, or other electronic or mechanical methods, without the prior written permission of the publisher, except in the case of brief quotations embodied in critical reviews and certain other noncommercial uses permitted by copyright law.*

*Published by Three Fates Games LLC*

## Introduction

*It was Christmas Eve and you were three years old. Your parents told you that Santa won't come until you fall asleep. You lay in bed, so excited you had goose bumps, listening for the sounds of reindeer hooves, and the hearty "Ho Ho Ho!" of ol' St. Nick.*

*But that's not what happened.*

*Oh you heard hoof beats on the roof, and deep laughter, but there weren't enough hooves, and that laughter...wasn't human.*

*Something dark, furry, and evil smashed its way through your window and into your room. A massive shape hissed with great glee, "You've been a naughty, naughty kid, and now...I'm going to eat you up!"*

*"Who-who are you?" you gasp, straining not to wet the bed.*

*"I am Krampus, you naughty kid," Krampus says, leering over your bed and captivating you with his glowing charcoal eyes. "I am going to skewer your heart on my horns, grind your bones beneath my heel, and then slurp your eyes down with my after-Christmas schnapps! I am Krampus, the avenger of Christmas, brother of Santa Claus, and YOU ARE MINE!"*

*Just as he opened his vast jaws to swallow you whole, you hear a knock on the door, and your parents come into the room. They were very angry, yelling about the broken window and that Santa wouldn't leave naughty kids any presents. You look around and see no signs of the monster called Krampus.*

*'Was it real?' you wonder as your parents shut the door after boarding up your window.*

*As you drift off to sleep, you notice that your stocking has a strange bulge in it. You sit up, reach over to your door, and look inside. Inside your stocking is a dead rat. A whisper of terrible laughter wafts up along with the smell of rotten meat.*

*You realized what you had to do: somebody had to stop this monster from ruining Christmas forever. Someone needed to take Krampus' black heart and destroy it forever.*

*You're a very naughty kid about to commit mythicide.*

# LET'S KILL KRAMPUS

## Table of Contents

Game Overview .....	5
Starting the Game .....	6
Playing the Game .....	9
More About Action Cards.....	13
Types of Action Cards .....	15
The Statistics.....	19
Miscellaneous Statistics .....	22
Items and Their Uses .....	23
Item Types and Equipping Items .....	25
Krampus' Role .....	28
Krampus' Turn.....	30
Combat and the End of the Game .....	32
Winning and Losing.....	34
Glossary .....	35
Quick-Start Rules.....	43
Errata.....	48
Credits .....	49

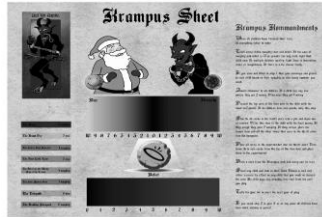
## Game Overview

Up to eight players control one of each of the eight **Naughty Kids** out to kill **Krampus**. One additional player takes on the role of **Krampus**, who acts as both the enemy of all the **Kids** and the game referee when needed. The **Kids** must try to get as strong as they can, and get the best **Items** to kill **Krampus**. **Krampus** facilitates the game by keeping track of every **Kid's** levels of **Naughty** and **Nice**, settling any ruling issues as they come up by using the rulebook and his best judgment, harassing the **Kids** at every opportunity, and acting as their ultimate goal.

Each **Kid** starts with predetermined levels of the following statistics: **Money**, **Belief**, **Courage**, **Health**, and **Naughty/Nice**. Each **Kid** also comes with several unique abilities to help them fight **Krampus**, and keep the other **Kid** from killing **Krampus** first. A single **Kid** must reach a sum total of fifteen (15) **Naughty** points and **Belief** points before **Krampus** will visit them at the end of a **Year** (turn), but only **Krampus** keeps track of **Naughty** and **Nice** points! The **Kids** must buy **Items** from the **Stores**, while playing **Action** cards and using their special and mundane abilities, to grow as strong as they can within **8 Years** and try to kill **Krampus**.

## Starting the Game

- 1) Open your copy of **Let's Kill Krampus (LKK)** and find the eight character cards, each representing the eight **Kids** available to play as, and the **Krampus** character card.



-If this is your first time playing **LKK**, randomly select a number of character cards equal to the number of players minus one to put in a pile, placing the unused cards aside. Add the **Krampus** character card into the pile of cards you will use, and distribute one card

to each player at random. The player who gets the **Krampus** card plays as **Krampus** this game; the other players play as the **Kids** out to kill **Krampus**.

-For future games of **LKK**, determine **Kids** and the **Krampus** player however you wish, but we recommend that the winner of the previous game automatically plays as **Krampus**, so the other players can have their chance at revenge!

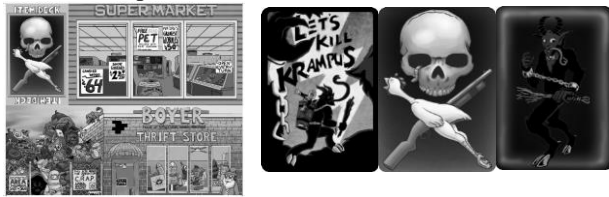
- 2) Next, remove the arrow-shaped sliders from their sheet, and give every **Kid** three black ones: place these sliders on the red highlighted number for each **Kid's Health, Courage, and Belief** scales (this is their starting value).

-Have **Krampus** take a pair of like-colored sliders for each **Kid** being played, and place one slider for each **Kid** on the **Krampus Belief** scale and the **Krampus Naughty/Nice** scale. **Krampus** should

consult his card to find each **Kid's** starting **Naughty** or **Nice** level, and ask each **Kid** what their starting **Belief** level is. When this is done, give each **Kid** a yellow **10-sided die** and turn the die so that it reflects the “starting **Money**” for each **Kid**.

3) Give **Krampus** the black **8-sided die**, and have him turn it so its shows “**1**”. This die is used to represent the current **Year**. One **Year** passes when every **Kid** and **Krampus** has taken one turn. At the end of the **8<sup>th</sup> Year**, the game is over and **Krampus** wins.

4) Take out the **Play Mat** and then unwrap the **Action**, **Item**, and **Krampus Decks**. Shuffle each **Deck** thoroughly, then give the **Krampus Deck** to **Krampus**, place the **Item Deck** in its designated spot on the **Play Mat**, and place the **Action Deck** in a convenient spot for all the **Kids**.



5) Draw the top three cards of the **Item Deck** and place them in the three window slots of the **Store** on the **Play Mat**.

6) Have each **Kid** draw six (6) cards from the **Action Deck**; this is their starting hand. They keep their hand secret from other players, but **Kids** are allowed to tell each-other what is in their hands...or lie about it. At the start of each new **Year**, every **Kid** draws **2** cards from this **Deck**. If the **Deck** runs out of cards, shuffle the discard pile and use it as a new **Action Deck**.

7) You are ready to play! Have the **Kids** roll a twelve-sided die. The **Kid** with the highest roll gets to take the first turn, and play passes clockwise around the table. **Krampus** takes his turn only after every **Kid** has had a turn, no matter where on the table he is located. At the beginning of each **Year**

after the first one, every **Kid** draws **2** cards from the **Action Deck**.



## Playing the Game

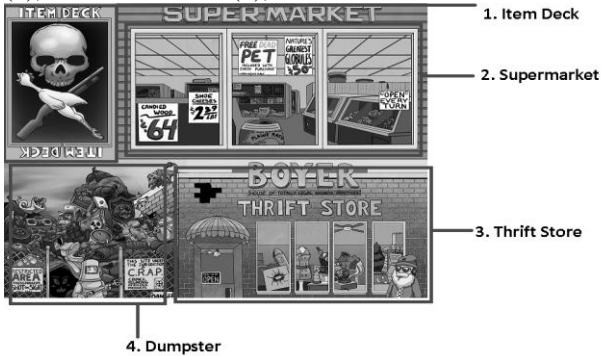
On each **Kid's** turn, they can take up to two **Actions**, such as playing a card from their hand, buying an **Item** from the **Store**, or **Stealing**. When each **Kid** has taken one turn, then **Krampus** takes his turn. **Krampus** follows a strict series of steps for his turn, which is shown later in this instructions. When **Krampus'** turn is over, one **Year** passes in the game, and **Krampus** shows this by turning the black eight-sided die on his character card. At the end of the eighth **Year** the game ends; the surviving **Kids** have grown up into teenagers and don't believe in **Krampus** anymore!

### *Overview of a Kid's Turn and Actions:*

A **Kid** has many options for performing their two **Actions** on their turn. The most basic **Action** is playing a card from the hand, but there are **10** possible types of **Actions**:

- 1) Play an action card from your hand: Played cards are then given to **Krampus**, who places them in a discard pile.
- 2) Think: Draw **2** cards from the **Action Deck**. Remember that your maximum hand size is **6**, and you will have to discard any additional **Action** cards at the end of your turn. This costs no **Naughty/Nice**.
- 3) Do Chores: Gain **2 Money** and **1 Nice**.
- 4) Read About Krampus: Gain **1** point of **Belief**, but lose **1** point of **Courage**. This costs no **Naughty/Nice**.
- 5) Pretend to be an Adult: Gain **1** point of **Courage**, but lose **1** point of **Belief**. This costs no **Naughty/Nice**.
- 6) Eat Your Vegetables: Gain **1 Health** and **1 Nice**.

7) Buy an Item: You can buy an **Item** from the **Supermarket** (1), the **Thrift Store** (2), or from other **Kids**.



Each **Item** has a cost in **Money** printed in the lower-left hand corner of the card. In the **Store**, pay this cost to buy the **Item**; in the **Thrift Store** (the area below the **Store**), the cost is **1 Money** less than the printed amount. When buying an **Item** from another **Kid**, the seller can set any price they wish. Buying never gives **Naughty** or **Nice** points.

8) Steal an Item: You can **Steal Items** from the same areas as you buy them. Each **Item** has a **Steal** difficulty (**SD**) printed in the lower-right hand corner of the card. In the **Store**, roll the number of six-sided dice that corresponds to the **Steal** difficulty (if it is **5**, roll **5** dice; if it is a **1**, only roll **1** die, etc). If you roll a **6** on ANY of those dice, you **Steal** the **Item** successfully. In the **Thrift Store**, the **SD** is **1** number higher. When **Stealing** from other **Kids**, the **SD** is the printed **SD**. Whether you succeed or fail, **Stealing** gives you **2 Naughty** points.

*If you fail:*

If you do not roll any **6**'s on your dice, then you must pay one of two penalties:

1) Apologize: Discard two **Action** cards from your hand. If you cannot do so, then you must *go to juvie*.

2) Go to Juvie: You do not get to perform any **Actions** next **Year**.

You can also **Steal Money** from other **Kids**. To do so, take 7 six-sided dice, and subtract 1 die for each point of **Money** you wish to **Steal**. You get 2 bonus dice for each increment of 5 **Money** over 10 your target has (so +2 dice when the target has 11-15 money, +4 if the target has 16-20 money, etc.) If you roll a 6 on any of your dice, you successfully **Steal**. If you do not roll a 6, then you fail.

**NOTE**: When **Items** are bought or stolen from the **Store**, a new card is always turned from the **Item Deck** and placed in the empty slot, so that the **Store** always has three **Items** for sale (no more and no less)

9) Cash In: You may spend **Money** in increments of 5 to gain 1 point in **Health**, **Courage**, or **Belief**. For each increment of 5, you may gain another point (so if you spend 15 **Money**, you could gain 3 points of **Health**, 1 point for each stat, or any other such combination). This costs no **Naughty/Nice**.

10) Beg Krampus: As a last resort, you can simply beg **Krampus** to give you your heart's desire. You could ask for statistics, a specific **Item**, for another **Kid** to lose statistics, to change **Naughty/Nice** scores...anything at all (except for another player to directly lose the game, or for you to instantly win).

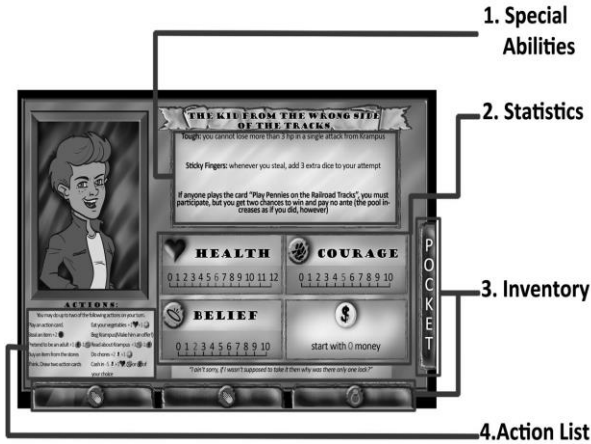
Ask **Krampus** for whatever you want. **Krampus** can then either refuse you, or offer you a price. This price could likewise be nearly anything at all (except another **Kid** losing or winning the game). You may then accept the offer, at which point you pay the price and **Krampus** gives you what you asked for, or decline it. If you decline the offer, or **Krampus** refuses you what you want, then you do not use an **Action**. If an offer is accepted, then you use an **Action**. No matter the outcome, you can only beg **Krampus** once per **Year**. Asking **Krampus** costs no **Naughty/Nice** by default

Some **Kids** also have special abilities displayed on their character cards that cost an **Action** to use.

You can perform any combination of two **Actions** on your turn, including performing the same **Action** twice (except

begging **Krampus**). When you have taken your two **Actions**, if you have more than **6 Action** cards in hand, discard additional cards until you have **6** or fewer cards in hand. Then your turn ends and play passes clockwise.

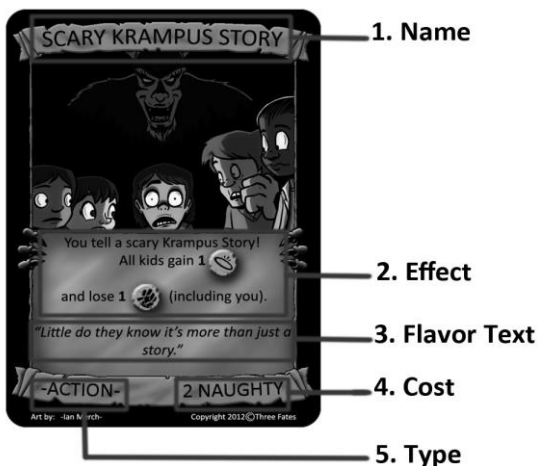
If you need a quick reminder of what **Actions** you can take on your turn, an abbreviated list is shown on your character card (**4**). Your character card also shows you your **Statistics** (**2**), your **Inventory** for **Items** (**3**), and any **Special Abilities** your character has (**1**).



## More About Action Cards

Playing cards represents the core game play of **Let's Kill Krampus**.

### *Anatomy of an Action Card:*



1) Name: Every card has a name.

2) Effect: Follow the instructions in the effect when you play a card.

3) Flavor Text: Most cards have flavor text. It has no bearing on game play or the rules of **LKK** if it appears.

4) Cost: Most cards carry a cost in **Naughty/Nice** points that you gain for playing the card. Sometimes a card will have additional costs, and sometimes it will have no cost at all. If a card influences **Naughty/Nice**, you can see how much the cost is, but you are not allowed to keep track of your total **Naughty/Nice**. If no cost is listed, then the card has no cost.

5) Type: Most cards are simply "**Actions**" and cost you **1** of your **2 Actions** allowed per turn. The other types are "**Free**", "**Supplementary**", and "**Dare**."



## Types of Action Cards

**Action:** The most basic type of card. When you play an **Action** card, you follow the instructions on the card, and **Krampus** changes your **Naughty/Nice** score according to the card. Playing **Action**-type cards cost you **1** of your **2 Actions** in a turn. **Action** cards can only be played on your turn.



**Free:** “Free” cards do not count as **Actions** when used, and can even be used when it is not your turn and when other **Kids** are performing **Actions**. If a **Free** card is played immediately after an **Action** (“in response”), then the **Free** card’s effect takes place before the **Action**’s effect. This rule also applies to **Free** cards played in response to

each-other (the last played card always takes priority). You can play as many **Free** cards as you desire, at any time.

Generally, **Free** cards carry protective and shielding effects, but this is not always the case; experiment with using them to create interesting effects in combination with yours or other player’s **Actions**!



**Supplementary:** “Supplementary” cards do not count as **Actions** when used, but unlike **Free** cards, they **MUST** be played in combination with an **Action** (and only on your turn).

**Supplementary** cards generally add additional effects to **Actions**, or

increase the potency of **Actions** (such as letting you roll more dice than normal or gain more statistics.



**Dare:** “Dare” cards can be thought of as a special type of **Supplementary** card. They must be played along with an **Action**, can be used only on your turn, and cannot be played with **Free** cards. **Dares** are special because they allow you to force OTHER players to perform **Actions** for you, even (and especially) **Actions** that would be harmful to them!

To use a **Dare** card, first play the **Dare** card (typically saying “I **Dare** you”), choose a single target of the **Dare** (**Krampus** is not a target, and neither are you), and then either play an **Action** card in your hand or name

another **Action** the target could perform.



If the targeted player accepts the **Dare**, then they perform the **Action** you **Dared** them to do; you pay the cost of the **Dare** card you played and use **1 Action** for your turn, while your target pays the costs (and activates the effects of) the **Action** you **Dared** them to do (but this does not count as an **Action** for them).

Your target can choose to ignore the **Dare**, but there are consequences for doing so: **Dares** come in a variety of strength levels, and the stronger the **Dare**, the harder and more costly it is for the target to refuse the **Dare**. Use a crafty and debilitating **Dare** to manipulate other characters to do dirty work for you, or mess up their plans with a sickening dilemma! Alternatively,



perhaps you might take pity on another player and use a **Dare** to give them the effects of a powerful **Action** card...for a price!

If you wish, you can also play **Supplementary** cards on top of **Actions**

used in **Dares**. If you do so, the target gets the effects and pays the costs of the **Supplementary** card, but you choose the effect of the

**Supplementary** card, if a choice is given.

**During your turn, you may also do any of the following. They do not count as actions.**

1) *Discarding Items*: You can discard as many **Items** as you wish during your turn without using any **Actions**.

2) *Using Items*: Some **Items** can be used to gain an effect. If you use an **Item**, it goes into the **Dumpster** (the area to the left of the **Thrift Store**). You can only use an **Item** on your turn.

3) *Switching Items*: On your turn, you can change which **Items** are in your **Hands**, **Accessory slot**, and **Pocket** as often as you wish. When it is not your turn, you cannot change them.

4) *Passing*: You can pass one or more **Actions** and do absolutely nothing at all with them.

5) *Offer a sale and exchange money*: You can offer to sell an item to the kid who is taking their turn. You can also collect money from such a sale, or for any other reason, such as paying a bribe.

6) *Table Talk*: You can freely chat, negotiate, threaten, and otherwise interact with the other players; you can even tell them about the **Action** cards in your hand (although you cannot actually show them to anyone). We encourage you to experiment with forging alliances, creating coalitions, playing mind games, and anything else you can imagine; **LKK** is even more fun when you do a bit of role-playing! Demand **Money** and sulk when you don't get your way if you're the Spoiled Rich Kid, threaten people as the Bully, feign innocence as the Good Little Child, or come up with an entirely different

interpretation if you like.

## The Statistics

Every **Kid** starts with certain values of: **Money**, **Belief**, **Health**, **Courage**, and **Naughty/Nice**. All of these statistics are vitally important to kill **Krampus** and take his power.



***Belief:*** **Belief** is how much a **Kid** believes in **Krampus**. The stronger a **Kid's** **Belief** in **Krampus**, the stronger the **Kid** is; however, the more you believe in **Krampus**, the more he believes in you! **Belief** is added directly to a **Kids** **Naughty** score to determine if **Krampus** visits them at the end of the **Year**.

Aside from the all-important function of bringing you into battle with **Krampus**, **Belief** is also a powerful and necessary tool for the final battle with **Krampus**. During the fight, you can spend your **Belief** points to reduce the **Damage** **Krampus** does to your **Health**, and you can spend **2** **Belief** to reroll an attack you made against **Krampus**. For more about **Belief** in combat, see “combat and the end of the game” below. You can have up to **10** **Belief** normally. **Items** you own can boost your **Belief** over **10**, but no other method can do so.



***Courage:*** **Courage** is the bravery and mental fortitude of your **Kid**. The braver you are, the better you can fight **Krampus**.

A **Kid** must have a minimum amount of **Courage** to even be able to challenge **Krampus** to a fight: if a **Kid** has **2** or less **Courage** when they enter combat with **Krampus**, they immediately lose and are devoured on the spot.

You add **Courage** to your die rolls to hit **Krampus**, improving your odds of successfully hurting **Krampus**. You can have up to **10** **Courage** normally. **Items** you own can boost your **Courage** over **10**, but no other method can do so.



**Health:** **Health** is the measure of the vitality and life force of a **Kid**. Having lots of **Health** lets you last longer when you fight **Krampus**, and makes you less of a target for other player's schemes.

If for any reason you drop to **0** life points when you are NOT fighting **Krampus**, your **Kid** falls unconscious and you lose your next full turn (as if you had gone to juvie) to go to the hospital. At the start of your next turn, you return to **1** life point automatically.

If you fall to **0** life points when you are fighting **Krampus**, then that's it: **Krampus** has consumed a delicious meal of you. You have lost this game, but better luck next time! Feel free to haunt your rivals and curse them for letting you die so young.

You can have up to **12 Health**.



**Money:** The worldly wealth your **Kid** possesses. **Money** is used primarily to buy **Items**, although it may also be used as a bargaining chip to make deals with other players.

You may give **Money** to another player, in any denomination, at any time, as if it were a free **Action**.

**Money** is very useful, as it easily transforms into the other statistics, but watch out! If you have over **10 Money**, it becomes much easier for others to **Steal** from you. You might need to work out some private deals (or have a really good threat) to protect large amounts of **Money** from your greedy rivals!

At the end of each **Year**, each player is given a **1 Money** "allowance" by the **Krampus** player (see "Krampus" Turn" above), plus a **1 Money** bonus if they have any **Nice** points.

You can have as much **Money** as you want, and keep track of it using one or more yellow **10-sided** dice.

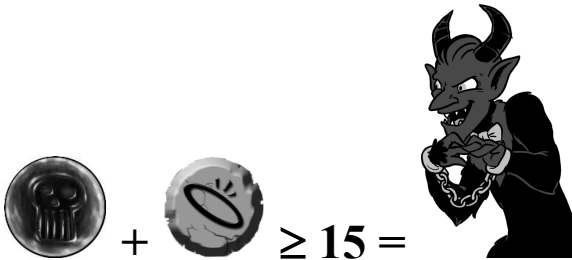
**Naughty/Nice:** most **Actions** you perform change your **Naughty** and **Nice**. Your **Naughty** and **Nice** is determined by a zero-sum relationship: you cannot possess both **Naughty**

and **Nice** points at the same time. For example, if a **Kid** has **9 Nice**, and gains **3 Naughty**, they would then drop to **6 Nice**. A character at **0 Naughty/Nice** is called “neutral”.



**Naughty** and **Nice** can each go as high as **10**: that means, if a player has **10 Nice**, they will need to accumulate **20 Naughty** points to reach **10 Naughty**!

In order to be visited by **Krampus** (and thus have the opportunity to kill him and win), a **Kid** must have a sum total of **Naughty** and **Belief** of **15** (for more about **Belief**, see below). **Nice Kids**, however, can make more **Money** from their allowance, and the **Nicest Kid** gets a free **Item** from the top of the **Item Deck** at the end of the **Year**! Thus, while being **Naughty** is necessary to win, being **Nice** can provide you with useful resources. Balancing **Naughty** and **Nice** is the key to victory!



Unlike the other statistics, **Kids** do not keep track of their own **Naughty** and **Nice**. **Krampus** knows who has been **Naughty** and who has been **Nice**, and keeps track himself. **Kids** may not keep notes about their levels of **Naughty** and **Nice**.

**Krampus’ Health** is partly determined by how **Naughty** the **Kid** he is fighting is. The naughtier the **Kid**, the stronger **Krampus** becomes.

## Miscellaneous Statistics

Accuracy: **Accuracy** is the sum of a **Kid's Courage**, plus or minus any **Accuracy bonuses** from **Items**. **Accuracy** is added to the result of the roll of a **12-sided die** to determine whether or not an attack hits during combat.

Damage: Most **Items** increase **Damage**. A **Kid's Damage** score is the sum of all **Damage** bonuses on all **Items** they have equipped. If a **Kid** has no **Items**, their **Damage** is **1**. When a **Kid** hits **Krampus**, they subtract their **Damage** from **Krampus' Health**.

### *Krampus' Statistics:*

Health: **Krampus' Health** is **20**, plus the **Naughty** score of the **Kid** he is currently fighting, minus twice the number of **Kids** he has eaten this game (so if **Krampus** is fighting a **Kid** with **10 Naughty** and he has eaten **2 Kids** this game, then his **Health** is  $20 + 10 - 4 = 26$ ).

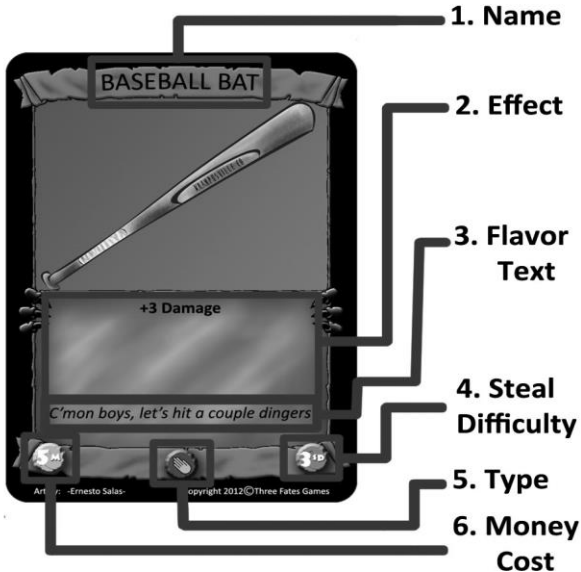
Accuracy: **Krampus' Accuracy** is **8**.

Damage: **Krampus' Damage** is **3**.

**Krampus** cannot use **Items** (except the special **Item** "Krampus' Staff," obtained from the **Krampus** card "Krampus finds his staff") and does not have a **Belief** score.

## Items and Their Uses

**Items** let you hit harder by increasing your **Damage**, and also often have other useful bonuses. Every **Item** has a card that tells you everything you need to know about it. The information you will see on an **Item** card is:



1) Name: The name of the **Item**.

2) Effect: The bonus or effect the **Item** gives the wielder (+2 **Damage**, +1 **Courage**, etc.) Also may include a **keyword** (see the glossary for a list of keywords). Also will confirm if an **Item** must be stolen (see "**Money Cost**," below).

3) Flavor Text: most cards have flavor text. It has no bearing on gameplay or the rules of **LKK** if it appears.

4) Steal Difficulty: The number of 6-sided dice you get if you try to **Steal** the **Item** from the **Store** (add 1 if **Stealing** from the **Thrift Store**)

5) Type: The type of **Item** (**1-Handed**, **2-Handed**, or

**Accessory**), located at the bottom of the card and symbolized by one of three icons (**1** hand, **2** hands, or a ring, respectively). Match the **Item** type with the inventory slots on your character card when you get a new **Item**. You can only **equip 1 Item** per empty slot on your character card.

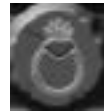
**6) Money Cost:** The **Item**'s price in **Money** to buy from the **Store** (subtract **1** if buying from the **Thrift Store**). If an **Item** has a dash in this area, it means the **Item** must be stolen and cannot be bought from the **Store** or **Thrift Store** for any price (it may be bought from other **Kids**).



## Item Types and Equipping Items

Every **Item** falls into one of three types: **1-Handed**, **2-Handed**, or **Accessory**. Since **Kids** can only hold and equip so many **Items** at a time, knowing an **Item**'s type is very important.

A player can hold up to **4 Items** at a time. Of these **4 Items**, the player's **Kid** can equip **Items** to both hands and to an "**Accessory**" slot (represented by going on their head, around their neck, etc.), while the **4<sup>th</sup> Item** goes in their "pocket" and is not equipped, providing no effects. **Items** in the pocket can be used or discarded.



Each **Item** type basically dictates how many of that **Item** the **Kid** can have equipped at any one time:

An "**Accessory**" **Item** can be equipped to any of the hands or in the "**Accessory**" slot, meaning a **Kid** can have up to **3** accessories equipped if they wish.



A “**1-Handed**” **Item** can be equipped to either of the hands, meaning a **Kid** can have up to two **1-Handed Items** equipped.



A “**2-Handed**” **Item** must be equipped in BOTH hands, meaning a **Kid** can only equip one **2-Handed Item**. Additionally, a **Kid** cannot carry more than one **2-Handed Item**: if you are holding a **2-Handed Item**, you are by default equipping it. **2-Handed Items** cannot go in your pocket.



Managing your equipment is a vital part of preparing to fight **Krampus**. Should you opt for the raw power of a **2-Handed Item** or try the variety of combinations available to you by mixing and matching **1-Handed** and **Accessories**? The

decision is yours.

### *Special Items:*



Some **Items** are special and have abilities other **Items** do not. Typically these **Items** activate their special ability by being **used**. An **Item** that is used is placed into the **Dumpster**. Using an **Item** does not count as an **Action**, but it must be done on your turn.

For example, the Sandwich, shown at left, can be used to gain **3 Health**

Some **Items** are best used during normal gameplay, while other **Items** may not have an effect unless they are used while fighting **Krampus**.

Other special **Items** have unique effects in specific situations, or are more powerful when possessed by certain characters. Read **Items** carefully to discover these effects!

### *Keywords:*

Some **Items** have special keywords (for example: the Shotgun, above has the (GUN) keyword). Some **Actions** or character abilities can relate to these keyworded **Items**: follow the instructions of such **Actions** and abilities to find out what the keyword means to you!

## Krampus' Role

The **Krampus** player largely acts as the referee of the game, clearing up rules issues and answering questions as a semi-neutral party (he does want to eat everyone, but he wants to eat them all *equally*). **Krampus'** most typical task is to record changes in the other player's **Naughty/Nice** scores and their **Belief** ratings. When the other players perform **Actions**, have them tell you what the cost of the **Action** was and how much, if any, **Belief** they gained (or lost), so you can quickly and easily add or remove tokens from your character sheet. When a player's combined **Naughty** and **Belief** is over **10**, get ready; they're close to being ripe for your dinner table. If a **Kid** is at **15** or more combined **Naughty** and **Belief** at the end of the **Year**, it's time to dine on them and commence combat (see "combat and the end game" below).



**Krampus** being a referee, he can also penalize players who irritate him. **Krampus** is authorized to award **1 Nice OR Naughty** point to EACH player EACH **Year** for almost any reason. If a player breaks a promise, give them a **Naughty** point; if a player seems to be getting cocky and disrespectful towards you, give them a **Naughty** point; if a player gets up for a drink and offers to get you one, give them a **Nice** point; if

you're just bored and no one seems to be offering you any entertainment, give someone a **Naughty** point (and watch them freak out while you cackle with glee). You have absolute control over why and when you give your **Naughty** or **Nice** point to someone, but your only caveat, aside from your **1** point per **Year** per player limit, is that you must make it somehow obvious that you are making a change. Acceptably "obvious" includes: telling someone they are getting a **Nice/Naughty** point (you don't need to explain yourself); making a show of changing tokens; pretending, in an exaggerated manner, to write something down, etc.

Finally, although you are required to make it obvious that you are changing someone's score, *you are not actually obligated to do so*. You could tell someone they've been **Naughty** and not do anything to their score at all, just to mess with their heads. Have fun with this system to make the players trying to kill you paranoid and uncertain, because doing so will enhance the experience for everyone!

## Krampus' Turn

Once every other player has taken a turn, then it's **Krampus'** time to shine! The **Krampus** player has special responsibilities to perform throughout the game (and is the ultimate target of every other player), but on **Krampus'** turn, **Krampus** gets some well-deserved revenge!

When it is **Krampus'** turn, as **Krampus**, feel free to make a big show and **Steal** the spotlight as you perform your **Actions** to end the **Year**.

**Krampus'** turn has several distinct phases, which are described in order below:

- 1) Check all of the **Kids' Naughty/Nice** and **Belief** on your character sheet. If any **Kids** have a combined total of **15** or more **Naughty** and **Belief**, then combat begins and the game may end! (see "combat and the end game" below). If multiple **Kids** meet the criteria, fight the **Naughtiest Kids** first. If there is a tie, you may decide freely. If no **Kids** qualify this **Year**, or all **Kids** who qualified were eaten, move to step **2**.
- 2) You can provide an update to each **Kid** of their naughtiness/**Niceness**. You can be as general or as specific as you please, but we recommend that you be general and vague to maintain an appropriate level of tension and paranoia. You are not required to provide any warnings, threats, or comments at all, but it is highly recommended that you provide **SOME** indication to players with a combined **Naughty** and **Belief** score of **12** or higher, or to players who still have **Nice** points after **Year 6**.
- 3) Distribute **1 Money** to each **Kid** (allowance), and give a **1 Money** bonus to any **Kids** with at least **1**

**Nice** point. Be sure to complement them for their good behavior! Then, check your character sheet and see which **Kid** has the most **Nice** points of all; that **Kid** gets a present from your brother, Santa Claus! Draw the top card of the **Item Deck** and give it to the chosen **Kid** with as much fanfare as you please. A **Kid** **MUST** have **Nice** points to be eligible for Santa's present; simply being the "least **Naughty**" is not good enough for a reward. If two or more players are tied for having the most **Nice** points, pick whichever **Kid** you wish.

- 4) Pick up all the **Items** in the **Thrift Store**, shuffle them, and pick one at random. Offer this **Item** to the **Kid** with the least **Money**. Do so disdainfully, as you are offering them garbage (you are). The **Kid** can take the **Item** at the cost of **2 Naughty**, or refuse it for no cost. Once the **Kid** makes their decision, place all remaining cards into the **Dumpster** on the play mat.
- 5) Move all **Items** in the **Store** into the **Thrift Store**, then draw three **Items** from the top of the **Item Deck** to make a new **Store**.
- 6) Draw the top card of the **Krampus Deck** and play it immediately, following the effects on the card. Savor the terror and despair that rack the miserable **Kids** that are hunting you down.
- 7) Finally, choose any **Kid** you wish, and force them to reveal their hand of **Action** cards to you (and you alone). Pick one of their cards and either discard it, or play it, choosing any target you wish (except "everyone" if the card does not normally allow such a target, or yourself) for its effect. The **Kid** who possessed the card you played pays the costs of the card as if they played it.

After taking your turn, the **Year** ends.

## Combat and the End of the Game

At the end of each **Year**, **Krampus** consults his list of who has been **Naughty** and who has been **Nice**. Any **Kid** whose **Belief** and **Naughty** equal **15** or more gets a visit from **Krampus**...to dine!

Once **Krampus** visits a **Kid**, **THERE IS NO WAY FOR THE KID TO RETREAT OR AVOID THE FIGHT** (unless they possess a certain **Item**).



When **Krampus** comes to visit, the **Kid** must fight or die. If the **Kid** has **2** or less **Courage**, the **Kid** loses immediately. If the **Kid** has at least **3 Courage**, combat begins.

Combat is turn-based, with first the **Kid** attacking, then **Krampus**, and continuing in alternating fashion until one of the combatants is out of **Health**. All a combatant can do on their turn is roll a single **12**-sided die to attack. If a **Kid** has **Items** they can use, or **Free** cards in their hand, they may use them at any time during combat, including in reaction to **Krampus**' attack.

### *Attacking:*

Combatants attack by adding the result of the roll of a **12**-sided die (**D12**) to their **Accuracy** score (**Courage+Accuracy** bonuses). If the result is **12** or higher, then the player hits and deals **Damage**. If the result is **11** or lower, then the player misses and deals no **Damage**. If the result of the **D12** roll is a **1**, then the player automatically misses. If the result of the **D12** roll is a **12**, then the player deals twice as much **Damage**.



 $+ 4$  $= 12 = \text{HIT!!}$

### *Dealing Damage:*

When a combatant hits, they subtract their **Damage** score from their opponent's **Health**. **Kids** may choose to lose **Belief** instead of **Health** (see below). If **Health** drops to **0** AT ANY TIME, then that combatant loses immediately.

### *More on Belief:*

While **Krampus** has huge reserves of **Health**, devastatingly accurate attacks, and high **Damage**, **Kids** have their **Belief**. During the fight against **Krampus**, **Belief** can be used and spent for two functions:

- 1) Whenever a **Kid** takes **Damage**, they can reduce their **Belief** instead of their **Health**. **Belief** thus acts as a sort of body armor. A **Kid** must lose at least **1 Health** point, no matter how much **Belief** they have. If **Health** drops to **0** at any time, then the **Kid** loses immediately, even if they have **Belief** left.
- 2) A **Kid** may spend **2 Belief** points to immediately reroll the result of the **D12**. They must take the result of the reroll, even if it is worse. However, a **Kid** may continue to reroll until they have no more **Belief** points to spend, if they wish.

**Krampus** cannot reduce **Damage** or reroll attacks, as he has no **Belief** score, and cannot gain one.

## Winning and Losing

Whoever is left standing is the winner of combat. If the winner is **Krampus**, he gobbles the player's **Kid** up: the losing **Kid** discards all of their **Action** cards, places all of his/her **Items** in the **Thrift Store**, and returns all of his/her materials to the game box.

If the winner is the **Kid**, then that **Kid** wins the game! Start a new game, or pack **LKK** up and go home, knowing that a new **Krampus** has been born, more terrible than the last!

If **Krampus** has not been killed by the end of **Year 8**, then **Krampus** wins: all the **Kids** have grown up and become angsty, cynical teenagers. If **Krampus** manages to eat every last **Kid**, then he wins in that case, too!

## Glossary

*This glossary defines almost every game play-specific word in LKK. Much of this glossary cross-references with itself, and on occasion is redundant to prevent confusion. Any word in **bold** in the rules or in this glossary has an entry in the glossary.*

**1-Handed:** A type of **Item**. **1-Handed Items** can be **equipped** in either hand, so you can equip two at a time and get the benefits of both! **1-Handed Items** can also be kept in your **pocket**.

**2-Handed:** A type of **Item**. **2-Handed Items** tend to be very powerful, but you must use both hands to **equip** them, and you cannot keep them in your **pocket**.

**Accessory (Item):** An **Item** that can be placed in the “**Accessory**” slot on a **Kid**’s character card. Free **Items** can also go in hands, so you can equip up to **3** accessories! Free **Items** can also go in the **pocket**.

**Action:** you get two **Actions** per **turn**. Once every **Kid** has taken a turn, **Krampus** takes a turn; then the **Year** ends.

**Action (card type):** The most common type of card in the **Action Deck**, it takes one **Action** to play such a card.

**Action Deck:** The largest **Deck** in the game and the one that creates a **Kid**’s hand. Has the “**Let’s Kill Krampus**” game box art on the back of each card.

**Accuracy:** The sum of your **Courage** plus **Accuracy bonuses** from **Items** you have equipped. Add **Accuracy** to the roll of a **D12**: if the result is

**Accuracy (bonus):** Some **Items** can provide a boost to your **Accuracy** without increasing your **Courage**.

**Attack:** To attack, roll a **D12**, and add the result to your **Accuracy**. If the resulting number is **12** or higher, you hit, and deal **Damage**. If it is less than **12**, you miss. If the result of the die is **12**, you deal double **Damage**. If the die comes up **1**, you miss no matter how high your **Accuracy** is.

**Beg Krampus:** Once per **Year**, you may ask **Krampus** for any one single thing, such as a stat boost or an **Item**. **Krampus** can refuse to grant the favor, or offer a price of his choosing, such as gaining a lot of **Naughty** or forfeiting something else. You can accept or decline the price. If you decline, you do not use one of your **Actions** and nothing happens. If you accept, you use one **Action** and the brokered deal takes effect. You can only beg **Krampus** once per **turn**, whether or not a deal is actually made. The request of the **Kid**, and **Krampus'** price, cannot be any player winning or losing the game.

**Belief:** The strength of your faith that **Krampus** is real. During the normal game, it helps determine whether or not **Kids** qualify to fight **Krampus**, along with **Naughty** points: if the sum of a **Kid's** **Belief**+ **Naughty** is **15**, **Krampus** will come for them at the end of the **Year**. During combat, **Belief** can be spent to either reduce the amount of **Health** lost, or reroll an **attack**. You can have up to **10** **Belief**.

**Buy:** When you buy an **Item** from the **Store**, you pay the **Item's** listed price in **Money**. If you buy from the **Thrift Store**, the price is **1** **Money** less than normal. If you buy an **Item** from another **Kid**, you may negotiate any price, but may not trade **statistics**. Buying something is an **Action**.

**Cash In:** As an **Action**, on your turn, you may trade denominations of **5** **Money** for **1** point increases in **Health**, **Courage**, or **Belief**. You can spend as much **Money** as you

like this way in a single **Action**.

**Character Card:** The card that provides you with all the information you need to use a certain character, such as The Bully or The Telepath. During the game, you keep track of just about everything on your character sheet, particularly your **statistics** and your **Items**.

**Cost:** Every **Action** has a cost. The cost is an amount of **Naughty** or **Nice** points gained by using the given **Action**. Sometimes the cost is **0**: in such a case, **Naughty** and **Nice** does not change.

**Courage:** How brave you are, and the most direct and common way to raise your **Accuracy**. If you have less than three (**3**) **Courage** when **Krampus** challenges you to fight, you lose the fight immediately. During the fight, you add **Courage** to your **Accuracy bonuses** from **Items** and the result of a **D12** die roll to see if you hit **Krampus** or not. You can have up to **10 Courage**.

**D6:** The most commonly rolled die in the game. By default, all die rolls in the game are performed with **D6**; the only exception is the fight with **Krampus**, where the players use **D12**.

**D12:** The die **Kids** roll to **attack Krampus**, and the die he rolls to attack them. Add the resulting number to your **Courage** and any **Accuracy bonuses** from your **Items** to see if you hit; if you get a number that is **12** or higher, you hit; if not, you miss. If the number you roll is **12**, you deal double **Damage**, but if it is **1**, you miss no matter what your statistics are.

**Damage:** **Kids** gain **Damage** from **Items**; **Krampus'** **Damage** is **3**. Add the sum of all **Damage** bonuses from **Items** to get the total **Damage** a **Kid** can do in one attack. When a

player hits, they subtract their **Damage** from their opponent's **Health**. If a **Kid** has no **Items**, their **Damage** is **1**.

**Dare:** A special type of **Action** card. Play **Dares** with other **Actions** to make other players do them instead. You pay the **cost** of the **Dare** card you use, and use one of your **Actions** for the turn: your victim gains the **effects** of the **Action** they were **Dared** to do, if they accept, but do not use any **Actions** (unless losing **Actions** is part of the **Action**'s effect: if so, the **Dared Kid** loses the **Actions** on their next turn). If you play **Supplementary** cards with a **Dare**, your victim gains the effects of the **Supplementary** cards and pays their costs, but if there is a choice of effects, you choose the effect.

**Discard:** You can discard **Items** you own into the **Thrift Store** at any time, and it does not cost an **Action** to do so.

**Do Chores:** On your turn, as an **Action**, you can gain **2 Money**, at the **cost** of **1 Nice** point.

**Dumpster:** when **Items** are **used**, or thrown away by **Krampus**, they go to the **Dumpster** and cannot be acquired again except under special circumstances.

**Eat Your Vegetables:** on your **turn**, as an **Action**, you can gain **1 Health**, at the **cost** of **1 Nice** point.

**Effect (Action):** The reason you use **Actions** and play **Supplementary**, **Free**, and **Dare** cards; the effect is usually an increase in **statistics** or procurement of **Items**, but sometimes is something more complex or peculiar.

**Effect (Item):** The reason you equip **Items**; effects are almost always based on increasing **Damage**, but sometimes affect other **statistics**, or perhaps do nothing at all!

**Equip:** When you equip an **Item**, you place it in your hands or

in your “**Accessory**” slot on your **character card** to gain the **Item’s effects**, based on the **Item’s type** (**Free, 1-handed, 2-handed**). **Items** in your **pocket** are NOT equipped.

**Free (Action card):** A special type of **Action card**. Play **Free** cards at any time.

**Health:** The amount of life force a player has. If **Health** reaches **0** during the normal game, you lose your next **2 turn**, then return to **1 Health**. If **Health** reaches **0** during the fight with **Krampus**, you lose! You can have up to **12 Health**.

**Item:** A useful thing you can own. Get **Items** to get more **Damage** and **Accuracy** to make fighting **Krampus** easier.

**Item Deck:** The **Deck** of cards from which the **Store** is formed. The second-largest **Deck**.

**Keyword:** A special word that appears on some **Items**. At this time, the most important keyword is “gun”, which relates to the Future Mad Scientist character. There is also the keyword “candy.” If an **Item** has a keyword, it appears as a single word.

**Kid:** Any player who is not **Krampus**. Most **Actions** affect **Kids**.

**Krampus Card:** Cards that **Krampus** draws from the **Krampus Deck**. **Krampus** cards take effect immediately when they are drawn from the **Deck**.

**Krampus Deck:** The smallest **Deck** in the game. Only **Krampus** uses this **Deck**.

**Money:** Your worldly wealth. **Money** can be used to buy **Items**, participate in certain events, be cashed in for stat increases, or bartered for services from other **players**. You can

carry an unlimited amount of **Money**, but the more **Money** you have, the easier it can be stolen from you.

**Naughty/Nice:** **Naughty** and **Nice** is monitored by **Krampus** alone. You cannot possess both at the same time: **Naughty** cancels out **Nice**, and vice-versa. When you are **Nice**, you get more **Money**, and can get presents from Santa, but you cannot fight **Krampus**. You need to be **Naughty** to qualify to fight **Krampus**: if the sum of your **Naughty** points and **Belief** is **15** or more, **Krampus** will come for you! You can have up to **10** **Naughty** or **Nice**. The naughtier you are, the more **Health** **Krampus** has when you fight him.

**Player:** All players in the game, including **Krampus**.

**Play Mat:** The home of the **Item Deck**, **Store**, **Thrift Store**, and **Dumpsterster**.

**Pocket:** The last slot for **Items** on a **Kid's** character card. You can keep an **Accessory** or **1-Handed Item** in your pocket, but not a **2-Handed Item**. **Items** in your pocket can be **used** or **discarded**, but you cannot **equip** them. You can swap an **Item** in your pocket with an **Item** you have equipped at any time on your **turn** (or on your turn when fighting **Krampus**), and doing so is *not* an **Action**.

**Pretend to be an Adult:** On your **turn**, as an **Action**, you can gain **1 Courage**, but lose **1 Belief**.

**Read About Krampus:** On your **turn**, as an **Action**, you can gain **1 Belief**, but lose **1 Courage**.

**Statistics:** Each **player** in the game has vital statistics. The five primary statistics for **Kids** are: **Health**, **Courage**, **Belief**, **Money**, and **Naughty/Nice**. **Krampus** only has **Health**, **Accuracy**, and **Damage**. **Kids** also have **Accuracy** and **Damage**, but **Accuracy** is primarily a function of **Courage** for



## **Kids.**

**Steal:** It costs **2 Naughty** to attempt to **Steal**. To **Steal** from the **Store** or **Thrift Store**, roll a number of six-sided dice equal to the **Steal difficulty** of the **Item** (the number next to the letters “**SD**”), plus one die if **Stealing** from the **Thrift Store**. If you roll a **6** on any of the dice, you succeed; if you roll none, you fail, and must choose to either discard two **Action cards** from your hand, or lose your next two **Actions**. **Stealing** from another player is the same as **Stealing** from the **Store**.

To **Steal Money** from another player, roll **7** dice, minus **1** die for each point of **Money** you are attempting to **Steal**. Add one die for each denomination of **5 Money** over **10** your victim possesses when you try to **Steal** their **Money**.

**Steal Difficulty (abbreviated as SD):** The center-bottom area of an **Item**. The number is the number of dice used to **Steal** the **Item**. For example, an **Item** that states “**3SD**” allows you to roll up to **3** dice to **Steal** the **Item**.

**Store:** The area of the **playmat** next to the **Item Deck**. Three **Items** are placed faceup at all times in the **Store**, and players may **buy** them or **Steal** them.

**Supplementary:** A special **type** of **Action card**. Play them with **Actions** to get bonus **effects**.

**Think:** As an **Action**, on your **turn**, draw two **Action cards** from the **Action Deck**.

**Thrift Store:** The area of the **playmat** below the **Store**. **Items** are moved here regularly from the **Store**, and **Items** that are **discarded** end up here too. **Items** in the **Thrift Store** are cheaper to **buy** and easier to **Steal** than usual (**1 less Money** and **1 more D6**).

**Turn:** A **Kid**'s turn is marked by performing up to two **Actions**, then discarding down to a hand of six **Action cards**. Once all the **Kids** have taken a turn, then **Krampus** takes his turn. When **Krampus**' turn is over, the current **Year** ends and the next one begins.

**Type (Action cards):** An **Action** card's type dictates how you play the card. The type can be any one of: **Action**, **Supplementary**, **Free**, or **Dare**.

**Type (Items):** An **Item**'s type dictates how the **Item** is **equipped**, which consequently determines how many you may equip. **Items** can be any one of: **1-handed**, **2-handed**, or **Free**.

**Use:** When you use an **Item**, you get a one-time **effect** from it, and the **Item** goes into the **Dumpster**. For example, using the "sandwich" **Item** gives you **3 Health**. Using does not count as an **Action** and can be done at any time.

**Year:** One **Year** passes after each player has taken a **turn**. After **Krampus**' turn on the **8<sup>th</sup> Year**, the game ends and **Krampus** wins.

# LET'S KILL KRAMPUS

## Quick-Start Rules

*All words in **bold** can be referenced in the glossary, in the back of the main rules.*

In **Let's Kill Krampus**, one player plays as **Krampus** himself, Santa Claus' evil twin brother who punishes the **Naughty**. The other players play as one of eight **Naughty** children, out to...kill **Krampus**.

## How Do I Win?

*As a Kid:* You win by being the first to kill **Krampus**.

*As Krampus:* You win if you kill and eat all the children, or if you survive eight **Years**.

## Starting the Game

- 1) Each player chooses one character card at random, distributed by **Krampus**.
- 2) Take the sliders provided in the game box, and give **3** black ones to each **Kid**, and a pair of colored ones to **Krampus** for each **Kid** playing. Place the sliders on the scales on each sheet; on the red numbers for **Kids**, and on the number corresponding to each **Kid's** starting **Naughty/Nice** and **Belief** for **Krampus**.
- 3) **Krampus** takes the smallest **Deck**: this is the **Krampus**

**Deck.** Of the two remaining **Decks**, find the smaller is the **Item Deck**. Place the **Item Deck** on the Playmat in its designated spot, then turn over the top three cards to make the **Store**. Below the **Store** is the **Thrift Store**, where discarded and old **Items** go. **Items** in the **Thrift Store** are **1 Money** cheaper to buy, and **1 die** easier to **Steal**, than **Items** in the **Store**.

5) The tall **Deck** is the **Action Deck**. Each **Kid** draws *six* cards from the **Action Deck** now; this is your starting hand of **Action cards**.

6) To see who goes first, have each **Kid** roll a **12-sided die**. The highest roller goes first, then play continues clockwise. If there is a tie for highest, re-roll.

7) You are ready to play! Look at your **character sheet** to learn more about the **Actions** available to you on your turn. Remember you only get *two* **Action** per turn, and you have only eight **Years** to kill **Krampus**!

## How Do I Kill Krampus?

You kill **Krampus** by fighting him. You fight by rolling a **12-sided die (D12)** and keeping track of a few **statistics**. These statistics are your **Health, Belief, Courage, and Damage**.

**Health:** Every time **Krampus** hits you, he makes you lose **Health**. When you run out of **Health**, he eats you, and you lose the game! You can have up to *twelve (12)* **Health**. You get **Health** by playing **Action cards** and by **eating your vegetables**.

**Belief:** **Belief** does a couple of very helpful things:

**Belief** can be used in place of your **Health** when you get hit, letting you live longer!

You can spend two points of **Belief** to reroll the **D12**, possibly turning a missed attack into a hit!

You can have up to *ten (10)* **Belief**. **Belief** also helps you in a very important third way, which will be discussed a bit later. You get **Belief** by playing **Action cards** and by **reading about Krampus**.

**Courage:** **Courage** is what helps you hit **Krampus**. You add **Courage**, and any bonuses from **Items** you have **equipped** to the result of the roll of a **12** sided die. If the result is **12** or better, you hit! If it is less than **12**, you miss. If you roll a **12** on the die, you deal double **Damage**! If you roll a **1**, you miss, no matter how good your **Courage** and bonuses are...

*An example:* You have **5 Courage**. You roll a **7** on the **D12**.  $7+5=12$ , so you hit!

You can have up to *ten (10)* **Courage**. Watch out! If you have less than *three (3)* **Courage** when you fight **Krampus**, you don't even get a chance to fight – **Krampus** eats you immediately! You get **Courage** by playing **Action cards** and by **pretending to be an adult**.

**Damage:** **Damage** is the amount of **Health Krampus** loses when you hit him. Normally, you only have *one (1)* **Damage**, but you can get more by equipping **Items**. You get **Items** by **buying them** or by **Stealing them**, and sometimes you can get them as a **gift**, or find them in the **Dumpsterster**. You can only equip a few **Items**, but there is no strict limit on how high your **Damage** can be.

*Although killing **Krampus** is your ultimate goal, most of the game is not spent fighting him; it's spent reaching him. See the next page, "How do I get to **Krampus**?" to learn how most of **LKK** works.*

## How Do I Get to Krampus?

Getting to **Krampus** in order to kill him is what most of **LKK** is all about. **Krampus** only tries to eat **Naughty** children, and you need to get lots of **Health, Belief, Courage, and Damage** to beat **Krampus**. You become naughtier, and get stronger, by using **Actions**.

### Actions and Naughty/Nice

If **Krampus** survives for eight **Years**, he wins. Thus, you need to kill **Krampus** before eight **Years** pass. A **Year** passes whenever each player has taken one **turn**; on a player's turn, they perform up to two **Actions**.

Every **Action** comes with a **cost**. The cost of an **Action** is usually paid in either **Naughty** or **Nice** points (or sometimes other things). **Naughty** and **Nice** points are very important, because you have to have a certain number of **Naughty** points in order for **Krampus** to come and try to kill you... which is your opportunity to turn the tables and kill him, instead!

**Nice** points are also useful, because when you have **Nice** points, you get more **Money**, which is spent to get **Items**, increase **statistics**, or negotiate with other players. **Nice** children can even get free **Items** from Santa! However, if you have **Nice** points, *you can never fight Krampus!* You can never have both **Naughty** points and **Nice** points at the same time: when you gain **Nice** points, you are effectively losing **Naughty** points, and vice-versa.

Thus, properly balancing your **Naughty** and **Nice** points is crucial to victory: gain too many **Naughty** points too fast, and **Krampus** could come for you before you're ready. Gain too few, and you'll never have a chance to kill him. One of the greatest challenges of **LKK** is that *the players of the children*

*can never keep track of their **Naughty** and **Nice** points! Only **Krampus** knows exactly who has been **Naughty**, and who has been **Nice**!*

In order for **Krampus** to come to try to kill you, you *must* have a *sum of at least fifteen (15) **Naughty** points and **Belief** points*. You know how much **Belief** you have, but only **Krampus** knows how **Naughty** you are. **Krampus**' primary task during the game is to keep careful track of the other player's **Naughty/Nice** points, so that he can determine who to dine on when the time comes!

*Get strong, buy or steal powerful items, and be naughty enough to fight Krampus, all in eight **Years**!*

## Errata

*This rulebook has been standardized for maximum compatibility with all existing versions: Let's Kill Krampus version .9, 1.0, and 1.1 ("Kickstarter Special Edition") As a result, some variation may occur in the appearance of your game contents and the images contained in this rulebook. These are cosmetic changes and do not affect gameplay.*

*Furthermore, in any instance where game rules refer to items, the item names are not affected by honorifics or naming additions (eg. "Baseball Bat" is no different from "Cooper's Baseball Bat," etc.)*



# Credits

**Executive Producers:** Samuel Boyer, Alexander Holly, Patrick Schoof

**Project Director:** Samuel Boyer

**Art Director:** Alexander Holly

**Development Director:** Patrick Schoof

**Technical Support:** Barry Mai, Lindsay Scarpello

**Formatting and Editing:** Ernesto Salas, Barry Mai, Samuel Boyer

**Copyediting:** Barry Mai, Samuel Boyer, Patrick Schoof, Mary Jane Morgan, Matthew Shultz, Lindsay Scarpello, Jarrad Emamian, Emily Garnet

**Artwork Provided By:** Marco Plantilla, Ernesto Salas, , Pietre Valbuena, Michael Morarity, Holly Murphy, Ian Merch, Alexandria Bustion.

**Writing:** Samuel Boyer, Alexander Holly, Patrick Schoof, Chris Sedlack, Peter “Walgreens” Moore

**Rules:** Samuel Boyer

**Beta Testers:** Matthew Shultz, Emily Garnet, Jarrad Emamian, Lindsay Scarpello, Bill Sacco, Ryne Gappa, Alec Biorn, Lisa Canning, David Wyker, Alex Fisher, Hugo Villalobos, Pablo Lopez, Denzel Avant, Darrell Scott, Barry Mai, Jonathan Moore, Shawn June, Frank Merchlewitz, Chris Hawker, Nathaniel Allison, Vladislav Frederick, Xavier Bryant, Mike Obert, Ben El-Baroudi, Stephen Hall, Fiona Sullivan, Alek McMullen, Lei Mao, Andrew Adams, Dillon Malone, Dylan Shroll, Keith Schon, Sydney Schof, Frank Kahsar, Jordan Aundt, Ernesto Salas, Eric Seuthe.

**Kickstarter:**

**Project Director:** Samuel Boyer

**Project Managers:** Samuel Boyer, Alexander Holly, Patrick Schoof, Barry Mai

**Scripting:** Samuel Boyer, Patrick Schoof, Alexander Holly, Kenyon Thorp

**Filming::** Bill Sacco, Kenyon Thorp

**Editing:** Bill Sacco, Kenyon Thorp

**Sound:** Bill Sacco, Kenyon Thorp

**Lighting:** Bill Sacco, Kenyon Thorp

**Blogs and Publicity:** Eric Bryan Seuthe II (boardgamegeek.com), Stephen Hall (antimonopoly.com), Salvador Briggman (crowdfundingpr.org), thegamerscodex.com, examiner.com, destinationrpg.com

**The Beloved Donors:**

Pietre A. Valbuena  
Cody Taylor  
Seth Kaufmann  
Chris Sedlack  
Brian Berkeley  
Jeffrey Gore  
Dylan LBD Shroll  
Lindsay Jo Scarpello  
Simon Ward  
Bradford T Cone  
Timothy Wrigivht  
jarrad emamian  
Darrell E. Scott Jr.  
Andrew J. Adams  
Steven Stegmann  
Anthony DiNovo  
Carl Hess  
Chris Olson  
Nick Nani  
John S. Rhodes  
Emily G  
Dr. Andrew J. Nowak  
Judith / Steven Heyman  
Tom Swartwood  
Matthew Shultz  
brothergrim  
Dave Rambo  
Denzel Avant  
Alexander Fischer  
Kathy Marciniak  
cenobyte  
victorredman  
Ryne Gappa  
Gray Tanner

Jean Petersen  
Tamasin  
Eduardo Garibay  
Pablo Lopez  
Justin Rupp  
Lisa Canning  
Susan Reed  
Katie Kanakos  
Dan Deters  
Brian Casarella  
Amanda Shapiro  
Nathan James Miller  
Ray Reed  
Aaron Cohen  
Audrey Yasukawa  
Laura Jeidy-Brown  
Thomas H. West  
Robb Clark  
M.Martin  
Na'ilah Spencer  
Todd Scales  
Jonathan  
Devin J. Heater  
Walgreens Moore  
Margot Boyer  
David Fogarty  
David Wyker  
Ninjacat  
Thomas Spagnoli  
Grubnash  
Tommy Reahard  
Michael Epifani  
Anya Marie Walter  
Otis Fine

Richard Howell  
Patrick  
Craig Wright  
Erica Cocom  
Frank Merchlewitz  
Neil Schoof  
Ed Kowalczewski  
Mary Brown  
Jay Boyer  
Ryan Libel  
colinmcl  
David  
Drew Korb  
Tom Pellitieri  
Gwen Mumford  
esther scarpello  
Peter Mietlowski  
Emma Bottari  
Barry Moltz  
Liz Spain  
Ana Boyer  
Brendan Hegeman  
JM  
Shad Kunkle  
Rían Sheehy Kelly  
Rosella Orozco  
Nancy Lynn Reed  
Therese Dawe  
Bryan Poerner  
Bob Aarhus  
Karl Tiedemann  
Michael  
Keith Schon  
Erin Volland

Matt Hovde	Antonia Schmalstieg	Andrew Welch
Stefan R. Moore	Laura Uhl	Matthew Norman
Chris Stephenson	Sydney Schoof	Karl E. Martinson
Ann-Marie Myers	Paul Borawski	jarnhaan
Jillyjally	Edward K. Ream	Brian Boyer
Sandra Lefever	Sophia Owens	Michael Moore
Padraig Balch - Chaos Hour	Charles E Miller	Shane A. White
Marj Hyde	Mikvogel	Tina Weidenhammer
Tom Bell	Patrick Hanna	
Rachael Mason	Cynthia Redwood	

**The Kids:**

Colleen Harper: The Good Little Child

Gracie Bell: The Telepath

Andy Adams: The Future Mad Scientist

Sydney Schoof: The Dumb One

Andrew Welch: The Kid From the Wrong Side of the Tracks

**Special Thanks to Rush Howard, the Dark Lord of Christmas**

And, of course, thanks to the brothers: Santa Claus, and Krampus.

No animals were harmed in the making of this board game.

Let's Kill Krampus ©Three Fates Games LLC 2013.

Want to play more cool games and keep up to date on other Three Fates Games projects? Check out our website at [threefatesgames.com](http://threefatesgames.com), and "like" us on Facebook ([facebook.com/threefatesgames](https://facebook.com/threefatesgames))!