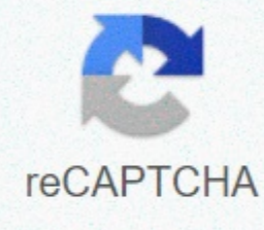




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168 Letters One six-sided die Rules Book Card Management Keep stacks discard face up apart for both decks. You can't look through the discards unless you play a letter that allows you to! When a fight is over, coat your discards. If a fight runs out and there are no discards, no one can remove any of this type of card! At stake: These are the cards on the table in front of you, showing your race and class (if any) and the items you're carrying. Continued racing and a few other cards also stay on the table after playing them. The cards at stake are public information and should be visible to the other players. The hand: cards in hand are not at stake. They don't help you, but they can't be removed except with cards that specifically affect your hand. At the end of the turn, you may not have more than five cards in hand. The cards at stake cannot be put back in your hand – they must be discarded or negotiated if you want to get rid of them. Set Up Split the cards on the door deck and treasure cover. Mix the two covers. Agree on four cards from each deck to each player. Game play decide who is first rolling the dice and arguing about the results and meaning of that sentence and whether the fact that a word seems to be losing any effect. The game proceeds in turns, each with several phases (see p. 2). When the first player finishes his shift, the player on his left takes a turn, and so on. The first player to reach level 10 wins ... But you have to reach level 10 to kill a monster, unless a card specifically allows you to win otherwise. Turn Phases Your turn begins as soon as the previous player's turn is over. When your cards are arranged the way you want, go to phase 1. Draw a card from the door deck and turn it face up. If he's a monster, you have to fight him. If the card is a curse - see Curses, p. 5 - it applies to you immediately (if you can) and is discarded (unless it has a persistent effect or keeps the card as a reminder of a future effect). If you draw any other card, you can put it in your hand or play it immediately. If you fought off a monster in phase 1, skip this phase and go to phase 3. If you didn't draw a monster when you first opened the door, you have two options: either Look for trouble or Booty The Room. Look for Trouble: Play a monster out of your hand and fight it, just like if you had found it when you opened the door. Don't play a monster you can't handle, unless you're sure you can count on getting help. Booty Room: Draw a second card from the door deck, face down, and put it in your hand. If you have Five cards in hand, you have to play enough cards to get to five or less. If you can't, or don't want to, you have to give excess cards to the player with the lowest level. If players are tied to the lowest, split the cards as evenly as possible, but it's up to you that you get the biggest one to be enveloped. If you are the lowest or tied for the lowest, just rule out excess. As soon as you're done with Charity, the next player's turn begins. Character Statistics Each character is basically a collection of weapons, armor and magical elements, with three statistics: Level, Race and Class. For example, you can describe your character as an 8th-level elf wizard with Butt-Kicking Boots, a Napalm staff and Allure's Kneepads. Level: This is a measure of how generally buff and studly you are. When rules or cards refer to your level, in capital letters, they mean that number. You win a level when you kill a monster, or when a card says it does. You can also sell items to buy levels (see Articles). You lose a level when a card says you do. Your level can never go below 1. However, your fighting force may be negative, if you are hit by a curse or suffer some other type of penalty. Class: Characters can be warriors, magicians, thieves or clergy. If you don't have a class card in front of you, you don't have a class anymore. Each class has special skills, which are displayed on the cards. You gain the skills of a class by the time you play your card in front of you, and lose it as soon as you discard that card. Some class skills are powered by discards. You can discard any card, at stake or in your hand, to feed a special skill. Note that a thief can't steal while he or the target is struggling - and as soon as a monster is revealed, the fight is on! You can discard a class card at any time, even in combat: I no longer want to be an assistant. When you discard a class card, you become classless until you play another class card. You can't belong to more than one class at a time unless you play the Super Munchkin card. Race: Characters can be human, elves, dwarves or halfbacks. If you don't have a race license in front of you, you're human. Human beings lack special abilities. Class rules, above, also apply to races. You may not belong to more than one race at a time unless you play the half race card. Super Munchkin and Half-Breed These cards can be played as long as it is legal to play a class or race, as long as you have a proper card (Class for Super Munchkin, Race for Half-Breed) to attach it. You can't have more than one of the same class or race card at stake at the same time. If you play Super Munchkin with a class, you have every advantage of being that class (the ability to equip class-only items, monsters with penalties against that class suffer those penalties) and none of the drawbacks (you can equip prohibited items to this class, and monsters do not receive bonuses because of their class). If the class has a capacity that has a cost, however, you still have to pay – you're not that Super! (All this is also true for half-breed, only for breeds). Treasure Card Treasures Include Permanent and One Shot Any treasure card can be played at 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). Elements most treasures are elements. Articles have a value of the piece of gold. (Worthless is equivalent to zero pieces of gold, and these cards are also elements). All items you have at stake are considered brought in. The items that are really giving you a bonus are equipped. You must specify items that are not equipped by rotating the cards sideways. You may not modify the status of the elements during a fight or while fleeing. Anyone can wear any item (except for additional large items; see below), but you can only equip a Headgear, a suit of armor, a pair of footgear and two 1-hand items (or a 2-handed item)... unless you have a card that lets you ignore these limits, such as Hiring or Cheat!, or unless one of the cards says otherwise. If you carry two Headgear cards, for example, you can only equip one of them at a time. Similarly, some elements have restrictions: for example, sharp brick can only be shoved by a cleric. His bonus only counts for someone who is, at the moment, a clergyman. You cannot discard item cards just because. You can sell items for one level, trade items with other players, or give an article to another player who wants it (see below). You can discard items to power certain class and race skills. And a curse or bad things about a monster can force you to get rid of something! Great articles: You can bring any number of small items, but only a large one. (Any unflagged big element is considered small). You cannot discard a large item to play another item; You have to sell the first item, trade, lose it to a curse or bad things, or discard it to feed a class or race ability. If something allows you to have more than one large element (e.g. the dwarf race) and you lose that ability, you have to correct the problem immediately or get rid of all but one big element. If it's your turn and you're not in combat, you can sell excess large items (as long as you have at least 1,000 pieces of gold items to sell). Otherwise, you should give them to lower level players who can wear them! If there are still large elements left, discard them. Trade: You can negotiate items (but not other cards) with other players. You can only trade items from the table – not hand in hand. You can trade at any time except when you or your business partner are in combat – in fact, the best time to trade is when it's not your turn. Any item you receive a trade should remain in play. You can also donate items without a trade, to bribe other players – I'll give you my flaming armor if it won't help Bob fight this dragon! You can show your hand to others. As if we can stop you. Sale of items for levels: at any time during the shift, except during combat or Items worth a total of at least 1,000 pieces of gold and immediately raise a level. (Worthless cards are the same as zero Gold Pieces). If you discard (e.g.) 1,100 worthwhile pieces of gold, you don't get any changes. But if you can manage 2,000 worth, you can go up two levels at a time, and so on. You can sell items by the hand as well as the ones you are carrying. You cannot sell items to go to level 10. One-shot Treasures A treasure card that says Usable once is only often called a one-shot treasure. Most of these are used during combat to strengthen munchkins or monsters, and can be played from the hand or from the table. Some have other effects, though, so read the card carefully! Discard these cards as soon as the bout is over or its effect is resolved. Other treasures Other treasure cards (such as climbing a level) are not items. Most of these cards say when they can be played, and whether they stay in play or are discarded. A couple of specific examples: Uploading level cards can 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 card Raise a level to give a player the winning level! The contractor can be played at any time, at any time. You can't give a contractor an item to wear while you're in combat, though. Fight to fight a monster, compare your fighting force to yours. The fighting force is the total Level plus all modifiers - positive or negative - given by Elements and other cards. If the monster's fighting force equals yours, or greater, you lose combat and you must flee. If your fighting force totals more than the monster – keep in mind that monsters gain ties! - You kill and climb a level (two levels for some great monsters). You will also get the number of treasures displayed on your card. Sometimes a card will allow you to get rid of the monster without killing it. That's still winning, but you don't get a level. Unless the ability says otherwise, you don't get the treasures, either. Some monster cards have special powers that affect combat - a bonus against a race or class, for example. Be sure to check these out! You and the other players can play one-shot treasures or use class or race skills to help or harm you in your bout. Some gate cards can also be played in a bout, such as Monster Enhancers. Remember: while you are in combat, you cannot sell, equip, unequip, or trade items, or play treasures out of hand, unless these rules or card says otherwise. If you kill a monster (or monsters!), the monster(s) and any other card played, and claim your rewards. But note: someone can play a hostile card on you, or use a special power, just as you think you have won. When you kill a monster, you have to wait a reasonable time, defined as about 2.6 seconds, for no one else to talk. After that, you've really killed the and you really get the level(s) and treasures, although they can still whine and argue. Monsters If drawn face up, during the Kick Open The Door phase, immediately attack the person who drew them. If acquired otherwise, they go hand in hand and can be played during their own turn in Look For Trouble, or play to join another player's fight with the Wandering Monster card. Each Monster card is a single monster, even if the card name is plural. Monster Enhancers Certain cards, called Monster Enhancers, raise or lower the fighting force of individual monsters. (Sanctions on monsters are still considered enhancers. They also affect the number of treasures worth the monsters. Monster Enhancers can be played by any player during any bout. All single monster enhancers come together. If there are multiple monsters in a fight, the person who plays each enhancer must choose which monster is applied. Exception: Anything that improves a monster also improves your companion... if Ancient, Enraged and Mate play themselves in one monster, in any order, they face an enraged ancient monster and his enraged former companion. Fighting Multiple Monsters Some cards (especially Wandering Monster) allow your rivals to send other monsters to join the fight. You must defeat your combined fighting strengths. Any special skill, such as forcing you to fight only with your level, apply to the whole fight. If you have the right cards, you can remove one monster from combat and fight the other (s) normally, but you can't choose to fight one and run away from the other (s). If you remove a monster, but then run from the other(s), you don't get any levels or treasures! Undead monsters Several monsters in this set are labeled undead. You can play any undead monster hand in hand in combat to help any other undead, without using a wandering monster card. If you have a card that can be used to make an undead monster, you can play with an undead monster to use this rule. Asking for help If you can't win a bout on your own, you can ask any other player to help you. If you refuse, you can ask another player, and so on, until they all reject you or someone helps you. Only one player can help you by adding your fighting force to yours. Anyone can play cards to affect their bout. You'll probably have to bribe someone to help you. You can offer your helper any item(s) you are currently carrying, or any number of the treasure cards that the monster has. If you offer him part of the monster's Treasury, you must agree whether he chooses first, or chooses first, or whatever. You can also offer to play any card your hand you can legally, such as uploading to level cards, to help. The monster's special abilities or vulnerabilities also apply to your helper, and vice versa. For example, if a warrior helps you, you will win if your Total ties that monster, and he can Berserk and discard cards to add to his fighting force (but only once for combat, not once for monster). If you confront the wannabe vampire and a clergyman helps you, he can automatically pursue him. But if you face the Slime Drooling and an elf aid, the monster's fighting force is increased by 4 (unless you, too, are an elf and the monster's fighting force has already increased). If someone successfully helps you kill the monster, discard it, draw treasures (see Rewards, below), and follow the special instructions on the monster card. You level up for each dead monster. Your helper does not go up any level... unless you are an elf, in which case you earn a level for each dead monster. You draw the treasure cards, even if it was the special ability of your helper who defeated the monster, and distribute them according to the agreement you reached. Rewards When you kill a monster, you get a level for monster, unless the Monster card says something else, and you get all your treasure! Each monster has a treasure number at the bottom of its card. Draws that many treasures, modified by any monster enhancers played on it. Draw face down if you kill the monster alone. Draw face up, so that the whole party can see what you have, if someone helps you. If you defeat a monster by non-lethal means, you don't get a level and you may or may not get the Treasury, depending on the method. Treasure cards can be played as soon as you get, even if you are helping. Running away if no one will help you... or if someone tries to help, and their party colleagues interfere because the two still can't win... You have to run. You don't get any level or treasure. You don't even get to plunder the room. And he doesn't always escape unharmed ... It rolls up death. Escapes in a 5 or more. Some class and race skills and some treasures make it easier or harder to run away from all monsters. And some monsters give your roll a bonus or penalty for this monster only. If you don't manage to run away from a monster, it does bad things for you, as described on your card. This can vary from losing an item, to losing one or more levels, to death. If you are running away from multiple monsters, you roll separately to escape each one, in whatever order you choose, and suffer bad things from each that catches you as soon as it catches you. If two players cooperate and still cannot defeat the monsters, both must flee. They roll up separately, and each player chooses in what order to run. Monsters can catch them both. Once you've solved all the Rolls of Run Away, discard the monster(s). Dead If you die, you lose all your stuff. You keep your class(s), Race(s), and level (and curse that was affecting you when you died) - your new character will look like your old man. If you have half a race Super Munchkin, keep these too. Once you've died, you don't have to run away from the remaining monsters. Body looting: Set your hand next to the cards you had at stake (be sure not to include the cards mentioned above). If you have an item brought by a contractor or attached to a trick! card, separate these cards. Starting with the player with the highest level, everyone else chooses a card ... In case of level ties, roll a death. If your corpse runs out of cards, hard. Once everyone gets a card, discard the rest. The sacked cards come into the hands of the players. Dead characters can't receive cards for any reason, not even charity, and they can't level up or win the game. When the next player starts his shift, his new character appears and can help others in combat with their level and class or race skills... but you don't have cards unless you receive charity or gifts from other players. On the next turn, start by drawing four cards face-to-face from each deck and playing the legal cards you want, just like when you started the game. Then take your turn normally. Curses If drawn face up during the Kick Open The Door phase, the curse cards apply to the person who drew them. If acquired otherwise, as by looting the room, the curse cards come into hand and can be played on any player at any time. Anytime, are you listening to me? Reducing someone's skills just as he thinks he's killed a monster is a lot of fun. Usually a curse affects your victim immediately (if you can) and then you are discarded. However, some curses give a penalty later in the game or have an ongoing effect. Keep these cards until you get out of the curse or the penalty comes into force. (The curse cards you keep as a reminder cannot be discarded to power class or race skills. Nice try). Note: If someone plays one your next Curse bout on you while you're in combat, count in this bout! The same goes for a curse your next turn played during your turn. If a curse can be applied to more than one item, the victim decides which item is lost or cursed. If a curse applies to something you don't have, ignore it. For example, if you draw Lose your armor and you have no armor, nothing happens; discard the card. (Some curses have alternative effects, though, so read the card!) There will be times when it will help you play a curse or monster in yourself, or to help another player in a way that costs him treasure. That's very munchkinly. Do it. End of game The first player to reach level 10 wins, but you should At level 10 to kill a monster, unless a card specifically allows you to win otherwise. Continue reading report this ad

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