

Munchkin brings you the essence of the dungeon-crawling experience . . . without all that messy roleplaying! This game includes 95 Door cards, 73 Treasure cards, 12 player pawns (six male, six female), one gameboard, one six-sided die, and these rules. The following expansions are contained in these rules:

2 Unnatural Axe	3 Clerical Errors	4 Need for Steed	5 De-ranged
6 Double Dungeons	7 Cheat with Both Hands		

Setup

- Three to six can play
- Each player takes two pawns in the same color and places the one of the appropriate sex on the space marked “1” on the gameboard.
- The other pawn goes in front of the player.
- Divide the cards into the Door deck and the Treasure deck. Shuffle each deck.
- Deal four cards from each deck to each player.
- Place the rest of the cards in the appropriate spaces on the gameboard.
- The numbered spaces on the board represent your Level.
 - When your character goes up (or, ugh, down) in Level, move your colored pawn accordingly.
 - You can never go below Level 1
 - Once you kill a monster to reach Level 10, you win!
 - It’s perfectly fine for more than one player to be at the same Level
- Setting Up the Dungeons: The Dungeon cards form their own deck.
 - Start the game with one Dungeon card turned face-up. This is the Dungeon that you are in.
 - To choose it, you can either:
 - (1) Pick one randomly
 - (2) Let the player who won the last game pick a starting Dungeon
 - (3) Let the player who LOST the last game pick a starting Dungeon
 - (4) Just agree on one you like.

However, you pick the first Dungeon card, it’s likely to change. So, shuffle the rest of the Dungeons and put the deck face-down, ready for the moment the munchkins stumble through a Portal.
 - **(Optional Rule):** Do Not pick a Dungeon Card to Start. Wait for the first Portal Card to be Played.
- Remove Epic Cards (or skip when drawn) from any deck (eg. Epic Junior). Epic Cards are used for additional set of rules “Epic Munchkin” and do not work with base game of Munchkin.

Starting and Finishing the Game

- Decide who goes first by rolling the dice and arguing about the results and the meaning of this sentence and whether the fact that a word seems to be missing any effect.
- Play proceeds in turns, each with several phases
- When the first player finishes his turn, the player to his left takes a turn, and so on.
- The first player to reach Level 10 wins . . . but you must reach Level 10 by killing a monster unless a card specifically allows you to win another way.
 - **(Optional Rule):** You can also allow shared victories – if a player reaches Level 10 in a fight where he had a helper, the helper also wins the game, no matter what Level he is.

Super Munchkin and Half-Breed

- These cards may be played whenever it is legal to play a Class or Race, as long as you have an appropriate card to attach it to.
 - Class for Super Munchkin
 - Race for Half-Breed
- You cannot have more than one of the same Class or Race card in play at once
- If you play Super Munchkin with one Class or Half-Breed with one Race, you get all the advantages of being that Class or Race:
 - The ability to equip Class or Race only Items
 - Monsters with penalties against that Class or Race suffer those penalties
 - And you will have none of the disadvantages:
 - You can equip Items forbidden to that Class or Race
 - Monsters do not get bonuses because of your Class or Race.
 - If the Class or Race has an ability that has a cost, however, you must still pay it – you aren't that Super!

Steeds

- Dear to a Munchkin's heart (as of now) is his mighty Steed. Because, of course, it gives bonuses.
- Steeds are found in the Door deck.
- No player can have more than one Steed except by using a Cheat! card.
- Steeds are Items and follow normal Item rules.
- Anything that affects an Item can affect a Steed.
- Steeds carry themselves.
- A Steed is "Big," but it does not count against the number of Big items you can carry
 - In fact, some let you carry more Big things.
 - The "Big" designation on Steeds is to control what Traps and Curses affect them, and to keep Thieves from pocketing them and walking off.
- There are a few Items that specifically enhance Steeds.
- Steeds cannot use Items unless the Item card specifically says so
- "Item Enhancers" don't affect Steed-enhancing items.
- If a Steed has a bonus or penalty to Run Away, that replaces the bonus of the rider.
 - An Elf normally has a bonus to Run Away, but he has a penalty if he is riding the Turtle!
- If your Steed gives you a penalty to Run Away, you may discard the Steed before you roll to flee.
 - You don't suffer the penalty, but the card goes to the discard pile.
- **Treating Steeds as Monsters**
 - A player who draws a face-up Steed may choose to treat it as a monster instead.
 - In that case, its Level is equal to twice the combat bonus at the top of the card
 - Defeating it is good for one Treasure and one level.
 - Monster Enhancers may be played on Steeds being fought as monsters and have their normal effects.
 - The Bad Stuff for any Steed attacked as a monster is "Lose a level."

Hireling

- You can play a Hireling at any time, even in combat, as long as you have only one Hireling in play at a time.
- If you draw a face-up Hireling, you may put it in your hand if you cannot (or don't want to) put it in play.
- You may discard a Hireling at any time.
- A Hireling is not an Item unless it has a price on it.
- You may only trade Hirelings that have a Gold Piece value.
- A Hireling can sacrifice himself for you.
- If you lose a fight, then instead of rolling to run away, you may discard one Hireling and anything he is carrying.
 - You automatically escape from all monsters in the fight, even if a monster card says escape is impossible.
 - If someone was helping you in the fight, YOU decide whether that person automatically escapes as well, or must roll to escape.
- Some Hirelings give you extra Hands, or let you carry an extra Big or Complex item.
 - In this case, the Hireling does not actually have any items . . . he merely increases your own abilities.
 - If something happens to the Hireling, your items are not affected.
- Other Hirelings, like the Elf Hireling from this set, can specifically carry and use an Item themselves; in some cases, a Hireling can use an item you cannot use for yourself.
- The items a Hireling carries count for you and are affected by Traps, Curses, and Bad Stuff as though you were carrying them yourself.
- If your Hireling sacrifices himself to save you, any items he was carrying are lost.
- If your Hireling is killed, you loot the body yourself and keep the items.
- If your Hireling is taken away by a Trap/Curse, by Bad Stuff, or by a change in loyalty, the items go with him!
- **Hirelings and Monster Bonuses**
 - If (for instance) you have the Dwarf Hireling and you face a monster that gets a bonus against Dwarves, it gets the bonus against you unless you discard the Hireling. A monster that has a penalty against Dwarves has that penalty against any munchkin with a Dwarf Hireling.
 - The same is true for any monster that has a bonus or penalty against any race, class, or sex.
 - Bad Stuff does not affect Hirelings unless it specifically mentions them.
 - Ignore your Hireling's race, class, and sex when determining what a monster does to you.
- **Hirelings and Sex**
 - No, don't even GO there! The sex of a hireling does not matter except with monster reactions (above) or unless you want to give it an item that is male-only or female-only.
 - The Hireling is of the sex, if any, shown on its card.
 - It should be pretty obvious, even to your munchkin players, which are male, which are female, and which have no sex at all.
 - Robots never have a gender, even if their card text uses masculine pronouns.
 - Ralph the Wonder Dog used to be male, but we took him to the vet.
 - If you ever want to change the sex of a Hireling, you need the Sex Change Potion.
- **Hirelings and Cheating**
 - A Cheat! card can be used to give you an extra Hireling, or to let a Hireling carry an item he normally could not. No power on heaven or earth will let the Budget Hireling carry anything.

Dungeons

- Dungeon cards are double-sized, both to give lots of room for art and text and to make SURE you don't mix them into other decks.
- While a Dungeon card is in play, it affects ALL the players unless the Portal that sent you there (see below for Portals) says otherwise.
- Some dungeons will let you gain levels for entering, leaving, or doing certain things. These level increases cannot give you the winning level unless the card says they can.
- When a Dungeon card is discarded, follow its instructions about reversing effects, discarding extra cards, etc.
- Yes, you can be in more than one Dungeon at the same time. All face-up Dungeon cards are in play. Discarded Dungeons are placed facedown beside the draw deck.
- Contradictory Dungeons: In the event that two Dungeons directly contradict each other, the last one played is the one that governs.
- Special "Edge Case" note: When you leave one Dungeon and enter another, there is never a moment when you are in neither one. This means that if some special effect is legal in both Dungeons, but not in regular Munchkin, you do not lose it when you move from one Dungeon to the other.
(If you don't think it's necessary for us to make rules in advance for cases this weird, this must be your first game of Munchkin.)
- Alternate Dungeon Rule: If you really like a particular Dungeon, play with it and leave out all the Portal cards . . . or make a house rule that, regardless of Portal cards, that "base dungeon" can never be removed.

Portals

Portals are Doors . . . very special Doors.

- When you draw a Portal face up, you must immediately follow its instructions. You may enter a new Dungeon, with or without leaving the old one.
 - After you follow the Portal's instructions, draw another face-up Door.
- When you draw a Portal face DOWN, you have a choice:
 - (1) Turn it face up immediately and follow its instructions. After you follow the instructions, draw another face-down Door.
 - (2) Put it in your hand. You may play it later, but only if
 - (a) it is your turn
 - (b) you are not in combat, and
 - (c) you haven't already played a Portal on that turn.
- When you play it, follow its instructions, and immediately draw a face-DOWN Door. Remember: When you play a Portal, you always draw another Door to replace it. If the original Portal was drawn face-up, the replacement Door is face-up. If the original Portal was face-down, so is the replacement.
- Changing Dungeons Without a Portal At any time during your own turn, you may discard four cards from your hand and "discover an exit." Draw a new Dungeon. You then have the option of discarding an existing Dungeon, but you don't have to.

Treasures

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

- **Items:** Most Treasures are Items.
 - Items have a Gold Piece value.
 - Items with “No Value” are equivalent to zero Gold Pieces (These cards are also Items).
 - All Items you have in play are considered “carried.”
 - Items that are actually giving you a bonus are “equipped.”
 - Anyone can carry any Item (except for extra Big items; see below), but you may *equip* only one Headgear, one suit of Armor, one pair of Footgear, and two “1 Hand” Items (or one “2 Hands” Item) . . . unless you have a card that lets you ignore these limits, such as Hireling or Cheat!, or unless one of the cards says otherwise.
 - If you are carrying two Headgear cards, for instance, you can equip only one of them at a time.
 - You should indicate Items that are not equipped by turning the cards sideways.
 - You may not alter the status of your Items during a combat or while running away.
 - Items with Restrictions: Some items have restrictions, for instance, the Mace of Sharpness can only be wielded by a Cleric. Its bonus only counts for someone who is, at the moment, a Cleric.
 - You cannot discard Item cards “just because.”
 - You may sell Items for a level, trade Items with other players, or give an Item to another player who wants it (see below).
 - You may discard Items to power certain Class and Race abilities.
 - And a Curse or a monster’s Bad Stuff may force you to get rid of something!
 - **Big Items**
 - You may carry any number of Small items, but only one Big one.
 - Any item not marked **Big** is considered Small.
 - You may not discard one Big item to play another; You must sell the first Item, trade it, lose it to a Curse or Bad Stuff, or discard it to power a Class or Race ability.
 - If something lets you have more than one Big item (for instance, the Dwarf race) and you lose that ability, you must either correct the problem immediately or get rid of all but one Big item.
 - If it’s your turn and you’re not in combat, you can sell the excess Big items (as long as you have at least 1,000 Gold Pieces of Items to sell).
 - Otherwise, you must give them to the lowest-Level player(s) who can carry them! If any Big items are still left over, discard them.
 - **Trading Items**
 - You may trade Items (but no other cards) with other players.
 - You may only trade Items from the table – not from your hand.
 - You may trade at any time except when you or your trading partner are in combat – in fact, the best time to trade is when it’s not your turn.
 - Any Item you receive in a trade must remain in play.
 - You may also give Items away without a trade, to bribe other players – “I’ll give you my Flaming Armor if you won’t help Bob fight that dragon!” You may show your hand to others. Like we could stop you.

(Treasures Continued)

- **Selling Items for Levels**
 - At any point during your turn except during combat or Running Away, you may discard Items worth a total of at least 1,000 Gold Pieces and immediately go up one level.
 - “No Value” cards are the same as zero Gold Pieces.
 - If you discard (for instance) 1,100 Gold Pieces worth, you don’t get change.
 - If you can manage 2,000 worth, you can go up two levels at once, and so on.
 - You may sell Items from your hand as well as those you are carrying.
 - You may not sell Items to go to Level 10.
- **Item Enhancers:** These must be played on an Item you already have in play; they cannot be played by themselves. They add to the combat bonus of the Item or give the Item new abilities. You cannot move an Item Enhancer to a new Item once you have played it
- **“One-Shot” Treasures:** A Treasure card that says, “Usable once only” is often called a “one-shot” Treasure.
 - Most of these are used during combat to strengthen the munchkins or the monsters and may be played from your hand or from the table.
 - Some have other effects, however, so read the card carefully!
 - Discard these cards as soon as the combat is over, or their effect is resolved.
- **Other Treasures:** Other Treasure cards (like Go Up a Level cards) are not Items. Most of these cards say when they can be played, and whether they stay in play or are discarded.
 - **Go Up a Level** cards may be played on yourself or any other player at any time, even during combat.
 - Discard them once they are played.
 - Exception: You cannot play a Go Up a Level card to give a player the winning level!

Your turn begins as soon as the previous player's turn ends.

Phase 0 - Listen At The Door

At the start of your turn before doing anything else, draw a face-down Door card, which you may play or not. Then arrange cards and proceed to Kick Open The Door normally.

- **Monsters Card:** If it is a monster card, it must go into your hand.
- **Curse Card:** Also Curse cards go into your hand and may be played on any player at any time. ANY time, do you hear me? Reducing someone's abilities just as he thinks he has killed a monster is a lot of fun
 - Some Curses have alternate effects, though, so read the card! - There will be times when it will help you to play a Curse or Monster on yourself, or to "help" another player in a way that costs him Treasure. This is very *munchkinly*. Do it!
- **Portal Card:** When you draw a Portal face DOWN, you have a choice:
 - (1) Turn it face up immediately and follow its instructions. After you follow the instructions, draw another face-down Door.
 - (2) Put it in your hand. You may play it later, but only if
 - (a) it is your turn
 - (b) you are not in combat, and
 - (c) you haven't already played a Portal on that turn.

When you play it, follow its instructions, and immediately draw a face-down Door. Remember: When you play a Portal, you always draw another Door to replace it. If the original Portal was drawn face-up, the replacement Door is face-up. If the original Portal was face-down, so is the replacement.

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

Phase 1 - Kick Open The Door

Draw one card from the Door deck and turn it face up.

- **Steed Card:** Player has following options
 - Can immediate be played however, no player can have more than one Steed except by using a Cheat! card.
 - Place Steed Card into your hand
 - Treat Steed as a monster
 - A player who draws a face-up Steed may choose to treat it as a monster instead.
 - In that case, its Level is equal to twice the combat bonus at the top of the card
 - Defeating it is good for one Treasure and one level.
 - Monster Enhancers may be played on Steeds being fought as monsters and have their normal effects.
 - The Bad Stuff for any Steed attacked as a monster is "Lose a level."
- **Curse Card:** If the card is a **curse!** It applies to you immediately (if it can) and is discarded. However, some Curses give a penalty later in the game or have a continuing effect. Keep these cards until you get rid of the Curse or the penalty takes effect. (Curse cards you keep as a reminder may not be discarded to power Class or Race abilities. Nice try!)
 - If a Curse can apply 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 instance, if you draw Lose Your Armor and you have no Armor, nothing happens; discard the card.

(Phase 1 Kick Open The Door continued)

- **Portal Card:** When you draw a Portal face up, you must immediately follow its instructions. You may enter a new Dungeon, with or without leaving the old one.
 - After you follow the Portal's instructions, draw another face-up Door.
- If you draw any other card except Monster Card, you may either put it in your hand or play it immediately.
- **Monster Card (Combat):** If it's a monster, you must fight it.
 - Each Monster card is a single monster, even if the name on the card is plural.
 - To fight a monster, compare its combat strength to yours.
 - Combat strength is the total of Level plus all modifiers, positive or negative, given by Items and other cards.
 - If the monster's combat strength is equal to yours, or greater, you lose the combat and must Run Away
 - If your combat strength totals more than the monster's – note that monsters win ties! – you kill it
 - Go up a level (two levels for some big monsters).
 - You'll also get the number of Treasures shown on its card.
 - **Combat Rules**
 - Sometimes a card will let you get rid of the monster without killing it. This is still “winning,” but you don't get a level. Unless the ability says otherwise, you don't get the Treasures, either.
 - Some monster cards have special powers that affect combat – a bonus against a Race or Class, for instance. Be sure to check these!
 - “One-Shot” Treasures/Class Abilities: You and the other players may play one-shot Treasures or use Class or Race abilities to help or harm you in your combat.
 - You and the other players may play Monster Enhancers (see below).
 - Remember: while you are in combat, you cannot sell, equip, unequip, or trade Items, or play Treasures from your hand, unless these rules or the card says otherwise.
 - If you kill a monster (or monsters!), discard the monster(s) and any other cards played, and claim your rewards. **But note someone may play a hostile card on you, or use a special power, just as you think you have won.**
 - When you kill a monster, you must wait a reasonable time, defined as about 2.6 seconds, for anyone else to speak up.
 - After that, you have really killed the monster, and you really get the level(s) and Treasures, though they can still whine and argue.
 - **Monster Enhancers** - Certain cards, called Monster Enhancers, raise, or lower the combat strength of individual monsters. (Penalties to monsters are still considered Enhancers.) They also affect the number of Treasures the monsters are worth.
 - Monster Enhancers may be played by any player during any combat.
 - All Enhancers on a single monster add together.
 - If there are multiple monsters in a combat, the person who plays each Enhancer must choose which monster it applies to.

(Phase 1 Kick Open The Door - Combat continued)

- **Fighting Multiple Monsters** - Some cards (notably Wandering Monster) allow your rivals to send other monsters to join the fight.
 - You must defeat their combined combat strengths.
 - Any special abilities, such as forcing you to fight with your Level only, apply to the entire fight.
 - If you have the right cards, you can eliminate one monster from the combat and fight the other(s) normally, but you cannot choose to fight one and Run Away from the other(s).
 - If you eliminate one monster, but then run from the other(s), you don't get any levels or Treasure!
- **Undead Monsters:** Several monsters in this set are tagged Undead.
 - You may play any Undead monster from your hand into combat to help any other Undead, without using a Wandering Monster card.
 - If you have a card that can be used to make a monster Undead, you may play it with a non-Undead monster to use this rule
- **Asking For Help**
 - If you cannot win a combat on your own, you may ask any other player to help you.
 - If he refuses, you may ask another player, and so on, until they all turn you down or someone helps.
 - Only one player can help you, adding his combat strength to yours.
 - Anyone can play cards to affect your combat, however!
 - You'll probably have to bribe someone to help.
 - You may offer your helper any Item(s) you are currently carrying, or any number of the Treasure cards the monster has.
 - If you offer him part of the monster's Treasure, you must agree whether he picks first, or you pick first, or whatever.
 - You may also offer to play any cards from your hand that you legally could, such as Go Up a Level cards, on your helper.
 - The special abilities or vulnerabilities of the monster also apply to your helper, and vice versa.
 - Example 1: If a Warrior helps you, you will win if your combined total ties that of the monster, and he can Berserk and discard cards to add to his combat strength (but only once per combat, not once per monster).
 - Example 2: If you are facing the Wannabe Vampire and a Cleric helps you, he can chase it away automatically.
 - Example 3: But if you are facing the Drooling Slime and an Elf helps you, the monster's combat strength is increased by 4 (unless you, too, are an Elf and the monster's combat strength has already been increased).
 - If someone successfully helps you kill the monster, discard it, draw Treasures (see Rewards, below), and follow any special instructions on the monster card.
 - You level up for each slain monster.
 - Your helper does not go up any levels . . . unless he's an Elf, in which case he gains one level for each monster slain.
 - You draw the Treasure cards, even if it was your helper's special ability that defeated the monster and distribute them according to the agreement you reached.

(Phase 1 continued – Combat continued)

- **Interfering With Combat** - You can interfere with others' combats in several ways, including:
 - Use a one-shot card. You could help another player by using a one-shot to strengthen his side. Of course, you can “accidentally” strengthen the monster with it, instead . . .
 - Play a Monster Enhancer. These cards (usually) make a monster stronger . . . and give it more Treasure. You can play these either during your own combats or during someone else's combat.
 - Add a monster from your hand to join the combat, either with a Wandering Monster card or by using the special Undead rule. Backstab a player in combat if you're a Thief.
 - Curse them if you have a Curse card.
 - Note: If someone plays a “your next combat” Curse on you while you are in combat, it counts in that combat! The same is true for a “your next turn” Curse played during your turn.
- **Rewards** - When you kill a monster, you get one level per monster, unless the Monster card says something else, and you get all its Treasure! Each monster has a Treasure number on the bottom of its card.
 - Draw that many Treasures, modified by any Monster Enhancers played on it.
 - Draw face-down if you killed the monster alone.
 - Draw face-up, so the whole party can see what you got, if someone helped you.
 - If you defeat a monster by nonlethal means, you do not get a level and you may or may not get the Treasure, depending on the method.
 - Treasure cards can be played as soon as you get them, even if you are the helper
- **Running Away** - If nobody will help you . . . or if somebody tries to help, and your fellow party members interfere so the two of you still cannot win . . . you must Run Away.
 - You don't get any levels or Treasure and you don't even get to Loot the Room.
 - And you don't always escape unharmed . . . **Roll the die.** You escape on a 5 or more. Some Class and Race abilities and some Treasures make it easier or harder to Run Away from all monsters. And some monsters give you a bonus or penalty to your roll for that monster only
 - If you fail to Run Away from a monster, it does Bad Stuff to you, as described on its card. This may vary from losing an Item, to losing one or more levels, to Death (see below).
 - Multiple Monsters: If you are fleeing from multiple monsters, you roll separately to escape each one, in any order you choose, and suffer Bad Stuff from each one that catches you as soon as it catches you.
 - Two Players Cooperating: If two players are cooperating and still can't defeat the monster(s), they must both Run Away. They roll separately, and each player chooses in what order to Run Away. The monster(s) CAN catch them both. Once you have resolved all Run Away rolls, discard the monster(s)
- **Death** - If you die, you lose all your stuff.
 - You keep your Class(es), Race(s), and Level (and any Curses that were affecting you when you died) – your new character will look just like your old one.
 - If you have Half-Breed or Super Munchkin, keep those as well.
 - Once you have died, you don't have to Run Away from any remaining monsters.
 - **Looting The Body**
 - Lay out your hand beside the cards you had in play
 - If you have an Item carried by a Hireling or attached to a Cheat! card, separate those cards.
 - Starting with the player with the highest Level, everyone else chooses one card . . . in case of ties in Level, roll a die.

(Phase 1 Kick Open The Door – Combat: Death continued)

- If your corpse runs out of cards, tough.
- Once everyone gets one card, discard the rest.
- Looted cards go into players' hands.
- Dead characters cannot receive cards for any reason, not even Charity, and cannot level up or win the game.
- When the next player begins his turn, your new character appears and can help others in combat with his Level and Class or Race abilities . . . but you have no cards, unless you receive Charity or gifts from other players.
- On your next turn, start by drawing four face-down cards from each deck and playing any legal cards you want to, just as when you started the game. Then take your turn normally

Phase 2 - Look for Trouble/Loot The Room:

- If you fought a monster in phase 1, skip this phase and go to phase 3.
- If you did NOT draw a monster when you first opened the door, you have two choices: either Look For Trouble or Loot The Room.
 - **Look for Trouble:** Play a monster from your hand and fight it, just as if you had found it when you kicked open the door. Don't play a monster you can't handle unless you're sure you can count on getting help.
 - **Loot the Room:** Draw a face-down treasure card.

Phase 3 - Charity

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

More Munchkin

- More Munchkin! Munchkin comes in lots of flavors!
- You can get classic fantasy, sci-fi, silly horror, superheroes, pirates, the end of the world, cowboys, kung fu, spies, steampunks, and zombies . . . and they're all compatible!
- Visit munchkin.game for errata, updates, Q&A, and much more.
- To discuss Munchkin with our staff and your fellow munchkins, visit our forums at
 - forums.sjgames.com/munchkin.
- Check out munchkin.game/gameplay/resources for reference cards, playmats, and dozens of links.
- All the Munchkin games should be available at your local game or comic store – find it using our Store Finder,
 - storefinder.sjgames.com
 - but if you don't have a local store, we'll be happy to sell them directly to you at warehouse23.com.
- You can also find free Munchkin accessories and rules in the PDF section of warehouse23.com.
 - Use the #PlayMunchkin hashtag on social media to get our attention!
 - Twitter. Our Twitter feed often has Munchkin news (or bonus rules!): twitter.com/SJGames.
 - Facebook. Connect with other fans on our pages for Munchkin (facebook.com/sjgames.munchkin) and Steve Jackson Games (facebook.com/sjgames).
 - Instagram. We post lots of pictures of new Munchkin stuff to instagram.com/stevejacksongames.
 - For more information about this Munchkin game and expansions, go to
 - worldofmunchkin.com/deluxe
 - worldofmunchkin.com/unnaturalaxe
 - worldofmunchkin.com/clericalerrors
 - worldofmunchkin.com/needforsteed
 - munchkin.game/products/games/munchkin/munchkin-5-de-ranged
 - munchkin.game/products/games/munchkin/munchkin-6-double-dungeons
 - munchkin.game/products/games/munchkin/munchkin-7-cheatwith-both-hands

Character Creation

- Everyone starts as a Level 1 human with no class. (Heh, heh.)
- Munchkin characters are exclusively male or female
 - Your character's sex is the same as your own unless you declare otherwise.
 - Your character's sex matches the sex of the pawn on the board.
 - If you change sex, swap pawns.
- Look at your initial eight cards.
 - If you have any Race or Class cards, you may (if you like) play one of each type by placing it in front of you.
 - If you have any usable Items, you may play them by placing them in front of you.
 - If you have any doubt about whether you should play a card, you could read below, or you could just charge ahead and do it.

Card Management

- Keep discards for each deck in the matching "Discard" space on the gameboard.
- You may not look through the discards unless you play a card that allows you to!
- When a deck runs out, reshuffle its discards.
- If a deck runs out and there are no discards, nobody can draw any of that kind of card!
- **Cards "In Play":** These are the cards on the table in front of you,
 - Showing your Race and Class (if any)
 - Items you are carrying. (Must have a Gold Piece Value or state "No Value")
 - Continuing Curses
 - There are possible other cards also that will stay on the table after you play them.
 - Cards in play are public information and must be visible to the other players.
- **Cards in "Your Hand":** Cards in your hand are not in play.
 - They don't help you
 - They can't be taken away except by cards that specifically affect "your hand."
 - At the end of your turn, you may have no more than five cards in your hand.
 - Cards in play may not be returned to your hand. They must be discarded or traded to get rid of them.

Conflicts Between Cards and Rules

- This rule sheet gives the general rules. Many cards add special rules, so in most cases when the rule sheet disagrees with a card, follow the card. However, ignore any card effect that might seem to contradict one of the rules listed below unless the card explicitly says it supersedes that rule!
 1. Nothing can reduce a player below Level 1, although card effects might reduce a player's or a monster's combat strength below 1.
 2. You go up a level after combat only if you kill a monster.
 3. You cannot collect rewards for defeating a monster (e.g., Treasure, levels) in the middle of a combat. You must finish the fight before gaining any rewards.
 4. You must kill a monster to reach Level 10.
- Any other disputes should be settled by loud arguments, with the owner of the game having the last word. You could also read the Munchkin FAQ and errata pages at worldofmunchkin.com, or start a discussion at forums.sjgames.com . . . unless it's more fun to argue

When You May Take Actions

- You may perform these actions at any time:
 - Discard a Class or Race.
 - Play a Go Up a Level
 - Play or Discard a Hireling.
 - Play a Curse.
- You may perform these actions at any time, as long as you are not in combat:
 - Trade an Item with another player (the other player may not be in combat, either).
 - Change which Items you have equipped.
 - Play a card that you have just received (some cards may be played even during combat; see above).
- You may perform these actions on your own turn:
 - Play a new Class or Race card (at any time).
 - Sell Items for levels (except when you are in combat).
 - Play an Item (most Items cannot be played during combat, but some one-shot Items can)
 - You may discard four cards from your hand and “discover an exit.” Draw a new Dungeon. You then have the option of discarding an existing Dungeon, but you don’t have to.

Character Stats

Each character is basically a collection of weapons, armor, and magic items, with three stats: Level, Race, and Class. For instance, you might describe your character as “an 8th-level elf wizard with **Boots of Butt-Kicking**, a **Staff of Napalm**, and the **Kneepads of Allure**.”

- **Level:** This is a measure of how generally buff and studly you are. When the rules or cards refer to your Level, capitalized, they mean the number in the space where your pawn is.
 - You gain a level when you kill a monster, or when a card says that you do. You can also sell Items to buy levels (see Items).
 - You lose a level when a card says you do. Your Level can never go below 1. However, your combat strength can be negative, if you get hit by a Curse or suffer some other kind of penalty.
- **Class:** Characters may be Warriors, Wizards, Thieves, or Clerics. If you have no Class card in front of you, you have no class. Yeah, I know, we did that one already.
 - Each Class has special abilities, shown on the cards.
 - You gain the abilities of a Class the moment you play its card in front of you and lose them as soon as you discard that card.
 - Some Class abilities are powered by discards. You may discard any card, in play or in your hand, to power a special ability. See the Class cards for when abilities can be used.
 - Note that a Thief cannot steal while he or the target is fighting 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 don’t wanna be a wizard anymore.”
 - When you discard a Class card, you become classless until you play another Class card. You may not belong to more than one class at once unless you play the Super Munchkin card.
- **Race:** Characters may be Humans, Elves, Dwarves, or Halflings. If you have no Race card in front of you, you are human.
 - Humans have no special abilities. The rules for Classes, above, also apply to Races.
 - You may not belong to more than one race at once unless you play the Half-Breed card.

CLASSES

BARD†

Enthrall: In combat on your turn, you may discard a card and select a rival. Each of you rolls a die; if your roll beats his, he *must* help you and cannot ask for a reward. If you fail, you may discard again and try to enthrall another rival, continuing until you succeed, give up, or run out of cards or opponents. You may not win the game with this power.

Bardic Luck: When you win a combat on your turn, draw one extra Treasure. Look at them all and immediately discard one (your choice).

CLERIC

Resurrection: When it is time for you to draw cards face-up, you may instead take some or all from the top of the appropriate *discard* pile. You must then discard one card from your hand for each card so drawn.

Turning: You may discard up to three cards in combat against an Undead creature. Each discard gives you a +3 bonus.

RANGER‡

Monster Tamer: In combat on your turn, you may tame a single monster instead of fighting it. It becomes your new Steed. To do so, you must discard your old Steed, if any, plus a number of cards equal to the Treasures on the monster's card. That number is your new Steed's combat bonus. You may not trade a monster Steed, give it away, or sell it for levels.

Ranged Support: When you help someone in combat, you get +2.

THIEF

Backstabbing: You may discard a card to backstab another player (-2 in combat). You may do this only once per victim per combat, but if two players are fighting a monster together, you may backstab each of them.

Theft: You may discard a card to try to steal a small item carried by another player. Roll a die; 4 or more succeeds. Otherwise, you get whacked and lose a level.

WARRIOR

Berserking: You may discard up to three cards in combat; each one gives you a +1 bonus.

You win ties in combat.

WIZARD

Flight Spell: You may discard up to three cards after rolling the die to Run Away; each one gives you +1 bonus to flee.

Charm Spell: You may discard your whole hand (minimum three cards) to charm a single Monster instead of fighting it. Discard the Monster and take its Treasure, but don't gain levels. If there are other monsters in the combat, fight them normally.

RACES

CENTAURS

Two Left Feet: You may use two Footgear.

Leader of the Herd: You may have any number of Steeds in play.

DWARF

You can carry any number of Big items.

You can have six cards in your hand.

ELF

+1 to Run Away.

You go up 1 level for every monster you *help someone else* kill.

GNOME†

In combat *alone*, you may play one monster from your hand as a one-shot Illusion, adding its Level to yours.

You get +1 for any non-one-shot Item beginning with the letters G or N.

Monsters treat you as a Halfling. *Exception:* Monsters with “Nose” in their name will never pursue you; if you cannot defeat them, you Run Away automatically.

HALFLING

You may sell one item each turn for double price (other items are at normal price).

If you fail your initial Run Away roll, you may discard a card and try once more.

LIZARD GUY§

Cold-Blooded: “Usable once only” Items that you play to help the monsters count double.

Drop Your Tail: You get +1 to Run Away from Level 10-15 monsters and +2 to Run Away from Level 16 and higher monsters.

ORC*

An Orc who is hit with a curse can always choose to ignore the curse and lose a level instead – unless he’s already at Level 1.

When an Orc fighting alone defeats a monster by more than 10, he goes up an extra level.

RACE/CLASS ENHANCERS

DARK¶

Add this to a Race card. You are now a Dark (whatever). It is lost if that Race is lost.

If you play a card or use a special ability to help the monsters against another player, and the monsters win, you get a level. This cannot be the game-winning level unless the player DIES.

ELDER§

Add this card to a Race card. You are now an Elder (whatever). It is lost if that Race is lost.

Your Level counts double when you are fighting alone.

ELITE§

Add this card to a Class card. You are now an Elite (whatever). It is lost if that Class is lost.

You receive a combat bonus against every monster equal to the number of Treasures it is worth.

HIGH¶

Add this card to a Race card. You are now a High (whatever). It is lost if that Race is lost.

If you kill a monster by yourself, you can exchange all the Treasure cards you got from that combat (minimum 1) for one level. This CAN be the winning level.

LEGENDARY§

Add this card to a Class card. You are now a Legendary (whatever). It is lost if that Class is lost.

When you Loot The Room, draw two cards instead of one.

MASTER¶

Add this to a Class card. You are now a Master (whatever). It is lost if that Class is lost.

Each monster you kill on your turn, with or without help, gets you one extra Treasure.

* Found in *Munchkin 2 – Unnatural Axe* and subsequent sets.

† Found in *Munchkin 3 – Clerical Errors* and subsequent sets.

‡ Found in *Munchkin 5 – De-Ranged*.

§ Found in *Munchkin 8 – Half Horse, Will Travel*.

¶ Found in *Munchkin Game Changers* (formerly in *Munchkin Dice* and *Munchkin Reloaded!*)