about to win the game – so someone, you don't get to fight becomes one for the win, for the win – and if you force help you in combat. These abilities can be played as soon as you get them, even if you are the helper.

Running Away

If nobody helps you – or if somebody tries to help, and you refuse – you Run Away from the fight. If you do, and you are the helper, Your Hand: These are the cards on the table in front of you, showing what you can play or discard. The Hand is used to track your treasures and points.

Curses

To force someone to lose a turn, use either Bondage or a Curse. Each time you play a Cursed card, mark the victim's Combat Strength by taking the card out of play and putting it face-down on the table. There will be times when it will help you to play a Cursing Card at the end of someone else's turn or to play a Curse on something that has already been defeated.

Set Up

Divide the cards into the Door deck and the Treasure deck. Shuffle both decks. Draw four cards from each deck to start play.

Game Management

Keep separate face-down discard piles for the two decks. You may not take a card from the discard pile when you already have that kind of card in your hand.

Players

Each player keeps four cards in view, and will usually try to keep all four. The player who can't play a card, or who can't look at their hand, must take the card they can't play and discard it face-up on the table. You may also do this to discard any card that doesn't help you.

Characters

Characters are the things you are – or, if you prefer, the things you think you are. Each player starts the game as Level 1, but there are options for changing your character's level and class. Characters are copyright © John Kovalic. Individual entries in this handbook are copyright © 2007, 2010, 2012-2015, 2019 by Steve Jackson Games. All rights reserved. Rules version 1.9 (July 2019).

With Numbers and Everything

Munchkin and its artwork are copyright © John Kovalic. In no way does this conflict with the copyright of the original game. The Super Munchkin game was designed for use with the original Munchkin game. The game was created by Andrew Hackard, Paul Chapman, Steve Jackson, Birger Krämer, Richard Kerr, Randy Scheunemann, Fox Barrett, Jimmie Bragdon, and the rest of the SJ Games crew.

The Munchkins have been fighting monsters for a long time, but the adventures of the original Munchkins were just the beginning. The Munchkin Cthulhu game is the next logical step in the development of this beloved genre. The Munchkin Cthulhu game takes place in a world where the Mythos monsters and taking their stuff. After all, when you're into the Mythos monsters and taking their stuff. After all, when you're...
**Starting and Finishing the Game**

Decide who goes first at any time you can agree. On the start, each player in turn, each with several phases (see below). When the first player finishes his turn, it is the second player’s turn, and so on.

(1) **Kick off the Door**

Draw one card from the Door deck for every player.

If it is a monster, you must fight. See **Combat**. If the card does not produce a monster, it is discarded and turned down. This is a permanent effect. You keep the card until it is discarded.

If you have any other card, you may either put it in your hand or discard it.

(2) **Look For Trouble/Loose The Room**

You might want to use one of these three cards at any time in the game. The player to whose turn it is, explains the rule.

**Look For Trouble**

Play a monster from your hand face down or face up (as you prefer) and pass the turn to the next player. You may also play another monster at any time, even in combat.

**Loose The Room**

Draw a second card from the Door deck face down, and put it in your hand.

**When You May Take Actions**

You may take these actions...

- Discard a card (except Count, see below).
- Play a Card.
- Go Up a Level.
- Trade:
  -与其他玩家交换物品。
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**Card/Combat Rules**

When you fight a monster, you compare your combat strength to the monster’s combat strength. Your combat strength is given to you by the cards you are holding. This is a measure of how generally buff and studly you are. When you fight a monster, you must first open the door. There are three ways.

- **Look For Trouble**
- **Loose The Room**
- **Kick off the Door**

**Kick off the Door**

Draw one card from the Door deck for any player.

If it is a monster, you must fight. See **Combat**. If the card produces a monster, play the monster and discard the card. You may not alter the status of your Items during a combat or while running away. Remember: while you are in combat, you cannot sell, equip, or play Treasures from your hand, unless some one-egg Restricts or says you can.

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**Loose The Room**

Draw a second card from the Door deck face down, and put it in your hand.

**Character States**

Each character is armed with a collection of weapons, armor, and magic items, with two stats: Level and Class. For instance, the character “Alain” may have two cards, one a 2 2 3 armor, and the other a 1 1 4 sword.

**Super Munchkin**

This card can be played whenever it is legal to play a Class, as a one-time ability. If you play a Super Munchkin you get all of the advantages of that Class of weapon, armor, or magic item. Super Munchkins are not in your inventory.

**Count**

If you have a Count card in your hand, you may play it at any time, even in combat. If you play a Count it will give the player the same advantage as if they had played a normal Card. The Count is turned over and discarded.

**Treasures**

Treasures include personal and “one-shot” cards. Any Treasures may be played at any time as long as they are legal to play. If you get a Treasure card, you may either play it at once, or put it in your hand if you prefer.

**Items**

Items are the equivalent of headset. A treasure is a special item that can be used to make a Munchkin Undead, go around the table, and so on. Most of the time, it is legal to play these cards at any time, even if combat is ongoing. They can be played in either hand or deck without restrictions.

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