

SUPER MUNCHKIN



MUNCHKINS TO THE RESCUE!

Look! Flying over the streets of Munchkin City! The defenders of truth, justice, and getting more bonuses! It's the Super Munchkins!

Super Munchkin is based on the original *Munchkin* and can be combined with it and with any other *Munchkin* base set (see p. 6).

This game includes 168 cards, one six-sided die, and these rules.

The foes in this game are mostly super-villains, but the rules still refer to "monsters," for consistency with earlier games. If it will help, say "Take that, you monster!" as you defeat them. The rules also refer to "killing" the monsters. Feel free to tell yourself that you are just heroically beating them up and taking them to jail. On the other hand, you're munchkins. You can kill things. It's okay.

SETUP

Three to six can play. You will need 10 tokens (coins, poker chips, whatever – or any gadget that counts to 10) for each player.

Divide the cards into the Door deck and the Treasure deck. Shuffle both decks. Deal four cards from each deck to each player.

CARD MANAGEMENT

Keep separate face-up discard piles for the two decks. 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!

In Play: These are the cards on the table in front of you, showing your Class, Powers, and Origin (if any) and the Items

you are carrying. Continuing Traps and some other cards also stay on the table after you play them.

Your Hand: Cards in your hand are not in play. They don't help you, but 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.

When Cards Can Be Played: Each type of card can be played at a specified time (see p. 5).

Cards in play may not be returned to your hand – they must be discarded or traded if you want to get rid of them.

CONTRADICTIONS BETWEEN CARDS AND RULES

This rulesheet gives the general rules. Cards may add special rules, so in most cases when the rulesheet 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 (p. 2) 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 www.worldofmunchkin.com, or start a discussion at forums.sjgames.com . . . unless it's more fun to argue.

STEVE JACKSON GAMES



CHARACTER CREATION

Everyone starts as a Level 1 human with no Powers and no Class. (You'd think we'd be tired of that joke by now.)

Look at your initial eight cards. If you have any Class cards or any Power cards of Rank 1, you may (if you like) play one of each type by placing it in front of you. If you have any Item, Sidekick, or Origin cards, 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.

STARTING AND FINISHING THE GAME

Decide who goes first in any way you can agree on. (Snickers.)

Play proceeds in turns, each with several phases (see below). 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 outside of combat.

TURN PHASES

At the start of your turn, you may play cards, switch items from “in use” to “carried” or vice versa, trade items with other players, and sell items for levels. When your cards are arranged the way you want, go to phase 1.

(1) Kick Open The Door: Draw one card from the Door deck and turn it face up.

If it's a monster, you must fight it. See **Combat**. Resolve the combat completely before you go on. If you kill it, go up a level (or *two*, for some especially nasty monsters!) and take the appropriate number of Treasures.

If the card is a trap – see **Traps**, p. 5 – it applies to you immediately (if it can) and is discarded.

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

(2) Look For Trouble: If you did NOT draw a monster when you first opened the door, you now have the option of playing a monster (if you have one) **from your hand** and fighting 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!

(3) Loot The Room: If you did not find a monster by kicking open the door and you did not Look For Trouble, you loot the room . . . draw a second card from the **Door** deck, face **down**, and place it in your hand.

If you met a monster but ran away, you don't get to loot the room.

(4) Charity: If you have more than five cards in your hand, you must *play* enough of them to get down to five, or *give* the excess 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.

It is now the next player's turn.

COMBAT

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 – see p. 3. If your combat strength totals more than the monster's, you **kill it** and go up a level (two for some big monsters). You'll also get the number of Treasures shown on its card.

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. Sometimes, depending on the card, you might not get the treasure, either.

Some monster cards have special powers that affect combat – a bonus against one Class, for instance. Be sure to check these.

One-shot items may be played directly from your hand during combat. You can also use one-shot items that you already had in play. One-shot items say “Usable once only.” Discard these cards after the combat, whether you win or lose.

Some Door cards may also be played into a combat, such as monster enhancers (see p. 5).

While you are in combat, you cannot sell, steal, equip, unequip, or trade items, or play items (except for one-shots) from your hand. Once you expose a monster card, you must resolve the fight with your equipment as it stands, plus any one-shot items you choose to play.

Discard the monster card, including any enhancers and one-shot items played, and draw treasure (see below). 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 treasure, though they can still whine and argue.



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 fighting 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 from the other(s). If you eliminate one with a card or your Race or Class power, but then run from the other(s), you don't get *any* Treasure!

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 can bribe someone to help. In fact, you'll probably have to. 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.

The special abilities or vulnerabilities of the monster also apply to your helper, and vice versa. For instance, if you are not an Exotic, but an Exotic helps you, **The Fandom Menace** will be at a -3 against you. But if you are facing **Professor Polar** and a Mutant helps you, the foe's level is increased by 3 (unless you, too, are a Mutant and the foe's level has *already* been increased . . . don't increase it twice).

If someone successfully helps you, the monster is slain. Discard it, draw treasure face up (see below), and follow any special instructions on the monster card. **You** go up a level for each slain monster. Your helper does **not** go up. **You** draw the Treasure cards, even if it was your helper's special ability that defeated the monster.

INTERFERING WITH COMBAT

You can interfere with others' combats in several ways:

Use a one-shot item. You can help another player by playing a "usable once" card. Or you can play it to help the monster!

Play a card to modify a monster. 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.

Play a Wandering Monster along with a monster from your hand to join any combat.

Hit them with a Trap, if you have a Trap card.

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 defeat it . . . you must run away.

If you run away, you don't get any levels or treasure. You don't even get to Loot the Room. And you don't always escape unharmed . . .

Roll the die. You only escape on a 5 or better. Some items or Powers make it easier or harder to run away. And some monsters are fast or slow, and give you a penalty or bonus to your roll.

If you escape, discard the monster. You get no treasure. There are usually no bad effects . . . but read the card. Some monsters hurt you even if you get away from them!

If the monster catches you, 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.

If two players are cooperating and still can't defeat the monster(s), they must both flee. They roll separately. The monster(s) CAN catch them both.

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.

Discard the monster(s).

DEATH

If you *die*, your turn is over – even if there are monsters you hadn't yet tried to Run Away from – and you lose all your stuff. You keep your Class(es), Power(s), and Level – your new character will look just like your old one. (This includes **Super Munchkin**, and any cards that say you keep them even if you die.) You also keep any Traps that were affecting your character when you died.

Looting The Body:

Lay out your hand beside the cards you had in play. Starting with the one with the highest

Level, each other player chooses one card . . . in case of ties in level, roll a die. If your corpse runs out of cards, tough. After everyone gets one card, the rest are discarded.

Dead characters cannot receive cards for any reason, not even Charity, and cannot level up.

When the next player begins his turn, your new character appears and can help others in combat . . . but you have no cards.

On your own next turn, start by drawing four cards from each deck, face-down, and playing any legal Class, Power, or Item cards you want to, just as when you started the game. Then take your turn normally.

TREASURE

When you defeat a monster, either by killing it or using a card to eliminate it, you get its Treasure. Each monster has a Treasure number on the bottom of its card. Draw that many treasures. 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.

Treasure cards can be played as soon as you get them. Item cards can be placed in front of you. "Go Up a Level" cards can be used instantly. You may play a "Go Up a Level" card on any player at any time.

CHARACTER STATS

Each character is basically a collection of weapons, armor, and magic items, with three stats: Level, Class, and Power. For instance, you might describe your character as "a 9th-level Mutant with **Cleavage Stun**, the **Utility Girdle**, and the **Sprayed-On Costume**."

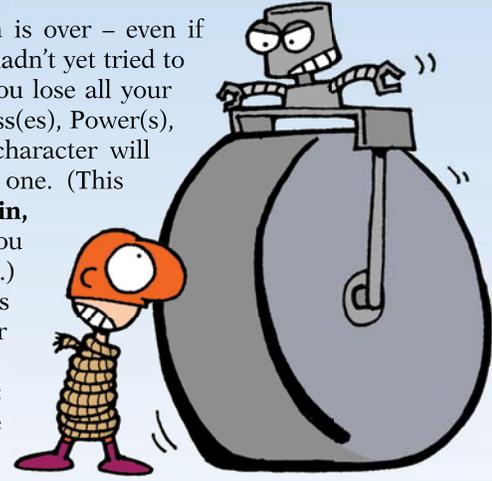
Your character's sex starts off the same as your own.

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 this number.

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**, p. 5).

You lose a level when a card says that you do. Your Level can never go below 1. However, your combat strength can be negative if you get hit with a Trap or some other sort of penalty.

Class: Characters may be Mutants, Exotics, Technos, or Mystics. If you have no Class card in front of you, you are merely a puny human.



Each Class has different 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 the Theft ability cannot be used while the thieving player 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 Mystic 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. You may not have two copies of the same Class card in play.

Powers: There are 20 of these super abilities. You gain the advantages the moment you play its card in front of you, and lose them as soon as you lose or discard that card.

Some are limited as to what class can or can’t have them, in the same way that Items are.

Each Power has a Rank of 1, 2, or 3. You may have any number of Powers as long as their total Rank does not exceed your Level.

Powers are treated like Classes. You can’t trade them to other players, but you may play a Power from your hand at any time you can legally use it. You may not play Powers that you cannot

legally use. But you may discard Powers at any time and replace them with Powers from your hand.

If your Level goes down to less than the total Rank of your Powers, you must discard some Powers so that their total Rank is once again less than or equal to your Level.

(*Exception:* Origins can increase the number of Powers you can use.)

When you die, you keep all the Powers you have in play, just as you keep your class.

Some Powers require discards. You may discard any card, in play or in your hand, to power a Power. Note that if you have NO cards in your hand, you cannot “discard your whole hand.”

META-ABILITIES

These abilities can each be granted by several different cards.

Flight: +1 to Run Away, but these do not stack (that is, no matter how many Flight items you have, you still only get +1 for your Flight ability).

Secret HQ: You may have one extra card in your hand for each Secret HQ you have.

Secret Identity: Reduces the chance a foe will Trap you. When you encounter a Trap for any reason, roll a die. On a 1-3, you escape. On a 4-6, the Trap is effective. On a 6, you *also* lose the Secret Identity card! You may try only one Secret Identity per Trap.

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 1 level. Multiple Theft-granting powers, including the Thief class in *Munchkin*, DO stack. If you have two Theft-granting powers, you succeed on 3 or more; if you have three, you succeed on 2 or more, and so on. You may not steal during combat.

EXAMPLE OF COMBAT, WITH NUMBERS AND EVERYTHING

Amanda is a 4th-Level Exotic with the Cleavage Stun Power (which gives her a +2 to her combat strength). She kicks open the door and finds Bucketman, a Level 1 monster with +5 against Exotics. Amanda and Bucketman both have a combat strength of 6, so Amanda is losing.

Amanda: Time for a boost!

She plays the Black Coffee, giving her +2 for this fight. Now her combat strength is 8, beating Bucketman’s 6.

Amanda: Ha! Bucketman’s getting im-PAILED!

Erin: Just for that pun, now he’s Your Nemesis!

Erin plays Your Nemesis, adding 10 to Bucketman’s combat strength. Now Amanda is losing, 16 to 8.

Amanda: Oh, you are SO going down for this one!

Amanda plays Trap! Congressional Hearing on Erin. Erin has to discard three cards from her hand . . . but she only has two, so she discards those and loses a level instead.

Erin: That was really uncalled for, but at least you’re still losing.

Amanda: Yeah, um, about that? Power Switch!

Amanda uses her Exotic power to discard Generic Guy from her hand. Instead of her Level, 4, now she uses Generic Guy’s Level, 14, giving her a combat strength of 18, enough to beat Bucketman’s 16.

Amanda: Got anything else? . . . Oh, that’s right, no cards. Too bad, so sad . . .

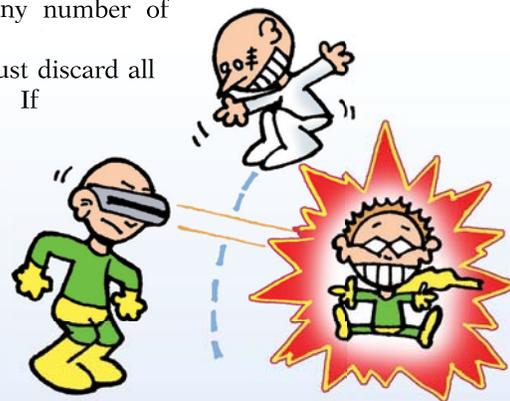
Erin: I’ll get you yet, my pretty!

Amanda goes up a level and claims Bucketman’s treasures – one from the Bucketman card, and two extra because he was Your Nemesis. And the game goes on . . .

ORIGINS

You may have any number of Origins cards.

If you die, you must discard all your Origins cards. If the total Ranks of your Powers now exceed your Level, you must discard Powers until the total Ranks of the remaining ones are equal to or less than your Level.



LEVEL COUNTERS: IT'S NOT CHEATING, IT'S USING THE RULES!

If you have an iPhone, iPod touch, iPad, or Android phone, you’ll like our Level Counter smartphone app. Just search for “Munchkin level counter” or click the link at levelcounter.sjgames.com. Even better, it gives you personal *in-game advantages* to make your friends jealous!

ITEMS

Each Item card has a name, a power, a size, and a value in Gold Pieces.

An Item card in your hand does not count until you play it; at that point, it is “carried.” Anyone can carry any item, but some Items have use restrictions: for instance, the



Electro-Mento Hat can only be worn by a Mutant. Its bonus only counts for someone who is, at the moment, a Mutant.

Likewise, you may also use 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. If you are carrying two Headgear cards, for instance, only one of them can help you.

You should indicate Items that can't help you, or extras not being worn, by turning the cards sideways. You may NOT change your used and carried items during a combat or while running away. You cannot discard Item cards “just because.” You may *sell* Items for a level, or *give* an item to another player who wants it. You may discard to power abilities. And a Trap may force you to get rid of something!

Trading: You may trade Items (but not 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're in combat – in fact, the best time to trade is when it's not your turn. Any item you receive in a trade must go into play; you can't sell it until it's your turn.

You may also give items away without a trade, to bribe other players – “I'll give you the **Evil Detector** if you *won't* help Bob fight **Doctor Deathbreath!**”

You may show your hand to others. Like we could stop you.

Selling Items for Levels: During your turn, you may discard items worth at least 1,000 Gold Pieces and immediately go up one level. If you discard (for instance) 1,100 Gold Pieces worth, you don't get change. But 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.

WHEN TO PLAY CARDS

A quick reference guide . . .

MONSTERS

If a monster is drawn face-up during the “Kick Open The Door” phase, it immediately attacks the person who drew it.

If a monster is acquired any other way, it goes into your hand and may be played during “Looking For Trouble,” or played on another player with the **Wandering Monster** card.

Each Monster card is a single monster, even if the name on the card is plural.

MONSTER ENHANCERS

Certain cards, called monster enhancers, raise or lower the combat strength of individual monsters. (Yes, you can have a negative enhancement.) 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. *Exception:* Anything that enhances a monster also enhances its Duplicate . . . if **Better Costume Than Yours**, **Ruler of Small European Country**, and **Duplo-Ray** are played on a single monster, *in any order*, you are facing a Ruler of a Small European Country monster with a Better Costume Than Yours and its Ruler of a Small European Country *Duplicate* with a Better Costume Than Yours. Good luck . . .

ITEMS

Any Item card may be played to the table as soon as you get it, or at any time on your own turn other than in combat (unless the card itself says otherwise).

Any one-shot Item can be played during any combat, whether you have it in your hand or on the table. (Some one-shot Items, such as the **Wishing Ring**, may also be used outside of combat.)

Other items stay on the table in front of you once they are played. You *may* keep Items in front of you that you cannot legally use (because of your Class or Powers, or because you are already using other Items of that type). Turn these Items sideways. These Items are “carried” but not “in use.”

You get no benefits from Items turned sideways.

OTHER TREASURES

Other Treasure cards are “specials” (like “Go Up a Level”). You may play these at any time, unless the card itself says otherwise. Follow the card's instructions, then discard it, unless it has a persistent bonus like an Item.

TRAPS

If drawn face-up, during the “Kick Open The Door” phase, Trap cards apply to the person who drew them.

If drawn face-down or acquired some other way, Trap cards 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.

Usually, a Trap affects its victim immediately (if it can) and is discarded. However, some Traps give a penalty later in the game or have a continuing effect. Keep these cards until you get rid of the Trap or the penalty takes effect. If someone plays a “your next combat” Trap on you while you are in combat, it counts in *that* combat! (Trap cards you keep as a reminder may not be discarded to power Class or Power abilities. Nice try!)

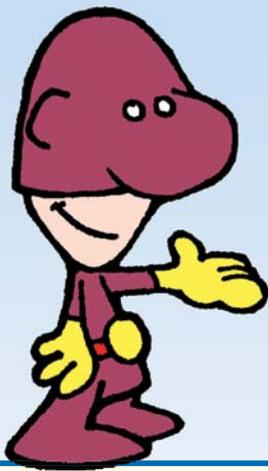
If a Trap can apply to more than one item, the victim decides which item is lost or trapped.

If a Trap 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.

There will be times when it will help you to play a Trap or Monster on yourself, or to “help” another player in a way that costs him treasure. This is very munchkinly. Do it.

CLASSES AND POWERS

These cards may be played to the table as soon as they are acquired, or at any time during your own turn. **Super Munchkin** may be played similarly, but you must have a Class to play **Super Munchkin**.



SIDEKICKS

If you draw a Sidekick, either face up or face down, you may play him immediately or keep him in your hand for later. You may play him at any time, even in combat, as long as you have only one Sidekick in play at a time.

You may discard Sidekicks at any time. You may only trade sidekicks that have a Gold Piece value. The other sidekicks are not “items.”

A Sidekick can sacrifice himself for you. If you lose a fight, then instead of rolling to run away, you may discard a Sidekick. 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.

SUPER-SIZED MUNCHKIN

Studies have shown that 8.4 out of 9.7 *Munchkin* players just can't get enough of the game. Here are some ideas to take your *Munchkin* games to new heights – or lows:

Combining different Munchkin sets. You can mix two (or more) base sets and expansions together for a genre-crossing mega-*Munchkin* adventure! Space plus Old West? Kung fu vampires? No problem!

Expansions. Most of the *Munchkin* core sets have expansions that add still more monsters to kill, new Treasure to loot, and sometimes entirely new kinds of cards. Ask at your friendly local game store, or visit www.warehouse23.com to buy directly from us.

Ask for all the *Munchkin* sets and expansions at your local game or comic store – find it using our Store Finder, gamerfinder.sjgames.com – but if you don't have a local store, we'll sell them to you from www.warehouse23.com.

Turn it up to EPIC! Playing to Level 10 just isn't enough for some people. To satisfy their insane cravings, we've created *Epic Munchkin*, a new set of rules that gives all your *Munchkin* sets that high-octane boost you need to make it up to *Level 20!* Look for it on our online PDF store, e23.sjgames.com – it's completely, absolutely FREE!

FASTER PLAY RULES

For a faster game, you can add a “phase 0” called **Listen At The Door**. At the start of your turn, draw a face-down Door card, which you may play or not. Then arrange cards and Kick Open The Door normally. If you Loot The Room, draw a face-down **Treasure**, not a Door.

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.

MORE MUNCHKIN

Visit www.worldofmunchkin.com 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. Check out www.worldofmunchkin.com/resources.html for reference cards, play mats, and dozens of links.

Other ways to connect to the *Munchkin* social network:

Twitter. Our Twitter feed often has *Munchkin* news (or bonus rules!): twitter.com/SJGames.

Facebook. You can connect with other fans on our pages for *Munchkin* (www.facebook.com/sjgames.munchkin) and Steve Jackson Games (www.facebook.com/sjgames).

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At the Warpcn 2005 charity auction in Cork, where John Kovalic was a guest, three fans bought the right to appear on *Super Munchkin* cards. Thanks to Stephen Bradley (Charisma), Brian Kenny (Mr. Everywhere), and Howard Samuel (Captain Corrosion) for their very generous donations to Irish children's charities. We also auctioned three cards on eBay so we could buy a spiffy new computer; our thanks to David Louttit (Super Munchkin) and Comickaze (Baron Boron). The third buyer vanished after making his payment, and we hope he resurfaces someday so we can put him in another set . . .

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