**Munchkin Legends** combines classic myths and modern legends with the great Munchkin gameplay and humor you love! This game includes 168 cards, one six-sided die, and these rules.

**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 Race and Class (if any) and the items you are carrying. Continuing Curses 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.

**Character Creation**

Everyone starts as a Level 1 human with no class. (Heh, heh.)

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 (p. 5), 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 by consulting goat entrails or the flights of birds or rolling dice or whatever other method you choose.

Play proceeds in turns, each with several phases (see p. 2). When the first player finishes his turn, the player to his left takes a turn, and so on.

The first player to reach 10th level wins . . . but you must reach 10th level by killing a monster, unless a card specifically allows you to win another way.

**Conflicts 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.