Character Creation

Everyone starts as a Level 1 human with no class. Munchkin characters may be either male or female. Your character’s sex is the same as your own at the start of the game, unless you

Starting and Finishing the Game

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

Card Management

Cards in play are public information and must be visible to the other players. Continuing Curses also stay on the table after you play them. 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 page at munchkin.sjgames.com, or start a discussion at forums.sjgames.com.
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 greater than yours or equal (monsters win ties!), you lose the combat and must Run Away (see below). If your combat strength totals more than the monster’s, you kill it at your level (two levels for some big monsters). You also get the number of Treasure cards shown on its card.

Sometimes a card will let you get the better of the monster if you kill it. This is still “stunning,” but the monster is the one who does it! Unless the ability says otherwise, you don’t get the Treasure(s), either.

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

You and the other players may play one-shot Treasures or use Class or Race abilities to help or harm you in your combat. Some Door cards may also be played into a combat, as monster enhancements (see below).

If you kill a monster, discard the monster(s) and any other cards, played, and claim your rewards. But note: some monster can play a hostile card on you, but you don’t get a level. Unless the ability says otherwise, you don’t get the Treasures, either.

If you and a monster(s), discard the monster(s) and any other cards, played, and claim your rewards. But note: some monster can play a hostile card on you, but you don’t get a level. Unless the ability says otherwise, you don’t get the Treasures, either.

You must defeat the monster(s) before your next turn, and go up a level (two levels for some big monsters). You also get the number of Treasures shown on its card.

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 help your combat, however.

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 you will take the rest of it if the monster wins. You may also offer any other 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 – if you’re helping your friend win if your opponent’s in combat strengths (any of his combat strengths), the monster can discard cards to add to his combat strength. If you are facing the Drowning Slime and a Cleric helps you, he can chase it away automatically. But if you are facing the Drowning Slime and an Elf helps you, the monster’s combat strength is increased by 4 (unless you, too, are an Elf)!

If someone helps you and 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, and can use any of his combat strengths, if your opponent’s combat strengths (any of his combat strengths) include the monster’s. You may offer any other cards you have as well. Once you have drawn five Treasures, you must discard 1 Treasure.

If you fail a combat 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.

Example of Combat
Louisa is a Level 4 Cleric with the Magic of Sharpness (+4 to combat strength). She is facing the Level 5 Net Troll. Louisa plays the Magic Missile (+5) to bring her combat strength to 13. Unless someone interferes, Louisa will kill the Net Troll and win the battle.

Running Away
If nobody will help you and no one wants to, or if some body you tried to help, and your fellow party members interfere too, you(still cannot win . . . you must Run Away. You don’t get any levels or Treasure. You don’t even get to Loot the Room. And you always escape unharmed . . . unless you get a Run Away (see below). If you draw a Run Away on 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). If you are fleeing from multiple monsters, you roll separately to escape each one, in any order you choose. (See Fleeing Multiple Monsters.) If you fail a Run Away from a monster, it does Bad Stuff to you, as described on its card.

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, and Level, but you don’t get a level. If you have the right cards, you may play a card to join the combat, either with a
Player in another player’s fight or with the monster(s). Wickedly, this is the way some cards are facing the

When the next player begins his turn, his new character appears and can help others in combat! The same is true for a “your next turn” Curse played during your turn.

Curse cards go into your hand and may be played on any player at any time. Reducing someone’s abilities can be a lot of fun. Usually, a Curse affects its victim immediately if it can and is then discarded. However, some Curses give a penalty later in the game. These Curses are listed on their card. Once you have drawn seven Curses, you get a bonus in Case or Race abilities. Nice try!

If a Curse applies to something you don’t have, ignore it. For instance, if you draw a

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 are fleeing from multiple monsters, you roll separately to escape each one, in any order you choose. (See Fleeing Multiple Monsters.) If you fail a Run Away from a monster, it does Bad Stuff to you, as described on its card.

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).

Interfering With Combat
You can interfere with others’ combats in several ways, including:

Use a One-Shot.
Play a monster enhancement.
Add a monster from your hand to the combat, either with a Wandering Monster card or by using special rules on the monster cards themselves.
Backstab a player in combat, if you’re a Thief.
Play a Curse card.

Rewards
When you kill a monster, you get one level per monster, unless the Monster card says something else . . . and you get Treasure! Each monster has a Treasure number on the bottom of its card. If your friend has a Level 5 monster, and your friend enhances player played on it, your 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.

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Our social media outlets are
facebook.com/munchkin
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Munchkin Dragons • Munchkin Undead are mostly monsters and therefore especially easy to include.

Go Full Munchkin! You can upgrade to the full Munchkin experience by picking up the original Munchkin (which includes all the cards in this game or any other full-size card game). If you get a game such as Munchkin Legends or Munchkin Orcs, you can shuffle the Munchkin Lite cards right into those games!