MUNCHKIN
SPELL SKOOL

Please open your spell books and take out your wands . . . welcome to Munchkin Spell Skool!

This game includes 112 cards, one six-sided die, and these rules. Three or four can play. You will need 10 tokens to count Levels for each player.

SETUP

Using the art on the backs, 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 discs unless you play a card that allows you to. When a deck runs out, reshuffle its discs.

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 (see Charity).

Cards in play may not be returned to your hand.

Conflicts Between Cards and Rules

This rulesheet gives the general rules. Many cards 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 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 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.
5. 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 munchkin.sjgames.com, or start a discussion at forums.sjgames.com.

Character Creation

Everyone starts as a Level 1 student 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 declare otherwise.

Look at your initial eight cards. If you have one or more Class cards, you may (if you like) play one by placing it in front of you. If you have any usable Items, you may play them by placing them in front of you.

STARTING AND FINISHING THE GAME

Decide who goes first by any method you like.

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. You must reach Level 10 by killing a monster.

When You May Take Actions

You may perform these actions at any time:

- Discard a Card.
- Play a Go Up a Level.
- Play a Card.

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 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).

Turn Phases

Your turn begins as soon as the previous player’s turn ends. 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. If the card is a Curve, it applies to you immediately if it can. It is then discarded, unless it has a persistent effect or upcoming effect.

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

(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 kill a monster (or monsters!), discard the monster(s) and any cards you already have played or played on any player at any time: Reduce someone’s abilities just as he thinks he has killed a monster is a lot of fun.

Ex-Librarian

If someone successfully helps you, discard the monster(s). If you fail to Run Away from a monster, it does Bad Stuff to you, as described on its card.

Interfering With Combat

You can interfere with other's combats in several ways, including:

Kick Open The Door

If your corpse runs out of cards, tough. Looted cards go into players’ hands.

You must defeat the monster with at least one card. . . in case of ties in Level, roll a die. Once everyone gets one card, discard the rest.

For example of combat, see example of combat

Rewards

If you kill a monster, and/or any cards that you already have played or played on any other full-size core game. You can even mix in the legal cards you want to, just as when you started the game. Then take your turn normally.

More Munchkin!

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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. All enhancers on a single monster add together. If there are no enhancers, add the monster's combat strength is increased by 4 (unless you, too, are in the Sports Club and win the combat!)

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