

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 discards unless you play a card that allows you to. When a deck runs out, reshuffle its discards.

In Play: These are the cards on the table in front of you, showing your Class (if any) and the Items you are carrying. Continuing Curses also stay on the table. Cards in play are public information and must be visible to the other players.

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.

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 Class.
- ♣ Play a **Go Up a Level**.
- ♣ Play a Curse.

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 Curse, 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 did NOT draw a monster when you first opened the door, you have two choices: either **Look For Trouble** or **Loot The Room**.

Look For Trouble: Play a monster from your hand and fight it, just as though you had found it when you kicked open the door.

Loot The Room: Draw a second card from the **Door** deck, face **down**, and place it in your hand.

(3) Charity: If you have more than five cards in your hand, you must play enough cards to get you to five or below, or give the excess cards to the player with the lowest Level. If other 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.

As soon as you are finished with Charity, the next player's turn begins.

CHARACTER STATS

Each character is a collection of weapons, armor, and magic items, with two stats: Level and Class. For instance, you might describe your character as "a Level 8 Chess Club member with the **Fire Drill** and **Ward Robe**."

Level: This is a measure of how 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.

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

Class: Characters may be members of the Chess Club, Forbidden Magic Club, Potions Club, or Sports Club. If you have no Class card in front of you, you have no class.

Each Class has special abilities that you gain the moment you play its card in front of you and lose as soon as you discard that card. See the Class cards for when abilities can be used.

Some Class abilities are powered by discards. You may discard any card, in play or in your hand, to power a special ability.

You can discard a Class card at any time, even in combat: "I don't wanna be in the Sports Club anymore."

TREASURES

Treasure cards include permanent and One-Shot cards. Any Treasure card may be played to the table as soon as you get it, or at any time on your own turn except during combat (unless the rules below or the card itself says otherwise).



Items

Most Treasures are Items. Items have a Gold Piece value. "No Value" is equivalent to zero Gold Pieces, and cards with No Value are also Items.

All Items you have in play are considered "carried." Items that are actually giving you a bonus are "equipped." You should indicate Items that are not equipped by turning the cards sideways. You may not alter the status of your Items during a combat or while running away.

Anyone can *carry* any Item, but you may *equip* 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, such as **Cheat!**, or unless one of the cards says otherwise. If you are carrying two Headgear cards, for instance, you can equip only one of them at a time.

You cannot discard Item cards "just because." You may *sell* Items for a level, *trade* Items with other players, or *give* an Item to another player who wants it (see below). You may discard Items to power certain Class abilities. And a Curse or a monster's Bad Stuff (see **Running Away**) may force you to get rid of something!

Trading: You may trade Items (but no other cards) with other players, at any time except when you or your trading partner are in combat. You may only trade Items from the table – not from your hand. Any Item you receive in a trade must remain in play.

You may also give Items away without a trade, to bribe other players – "I'll give you my **Sporting Hat** if you won't help Bob fight **Moldy Mort!**"

Selling Items for Levels: At any point during your turn except during combat or Running Away, you may discard Items worth a total of at least 1,000 Gold Pieces and immediately go up one level. ("No Value" cards are the same as zero Gold Pieces.) 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.

"One-Shot" Treasures

Some Treasure cards are labeled **One-Shot**. Most of these are used during combat to strengthen the munchkins or the monsters, and may be played from your hand or from the table. Some have other effects, however, so read the card carefully! Discard these cards as soon as the combat is over or their effect is resolved.

One-Shots with a Gold Piece value may be sold for levels, just like other Items.

Other Treasures

Other Treasure cards (like **Go Up a Level** cards) are not Items. Most of these cards say when they can be played, and whether they stay in play or are discarded. A specific example:

Go Up a Level cards may be played on yourself or any other player at any time, even during combat. Discard them once they are played. **Exception:** You cannot play a **Go Up a Level** card to give a player the winning level!

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 to yours or equal (monsters win ties!), you **lose the combat** and must Run Away (see p. 2). If your combat strength totals more than the monster's, you **kill it** and go up a level (two levels for some big monsters). You 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. Unless the card says otherwise, you don't get the Treasures, either.

Some monster cards have special powers that affect combat – a bonus against a particular Class, for instance. If a card refers to something like "food," it means real food on the table at your game, unless the word is bold, which refers to another card in the game. Be sure to check these!

You and the other players may play one-shot Treasures or use Class abilities to help or harm you in your combat. Some Door cards may also be played into a combat, such as monster enhancers (see p. 2).

Remember: while you are in combat, you cannot sell, equip, unequip, or trade Items, or play Treasures from your hand, unless these rules or the card says otherwise.



If you kill a monster (or monsters!), discard the monster(s) and any other cards played, and claim your rewards. 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 for anyone else to speak up. After that, you have really killed the monster, and you really get the level(s) and Treasures.

Monsters

If drawn face-up, during the **Kick Open The Door** phase, Monsters immediately attack the person who drew them.

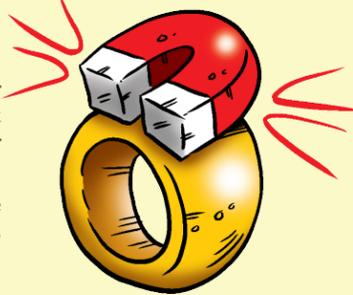
If you get a Monster card any other way, it goes into your hand and may be played during your own turn to **Look For Trouble**, or played with the **Wandering Monster** card to join another player's fight. (See **Fighting Multiple Monsters**, below.)

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. They also affect the number of Treasures the monsters are worth. 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.



Roll the die. You escape on a 5 or more. Some Class abilities and some Treasures might 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 fail to Run Away from a monster, it does Bad Stuff to you, as described on its card. This may vary from losing an Item or cards 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, and suffer Bad Stuff from each one that catches you as soon as it catches you.

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), and Level (and any Curses that were affecting you when you died) – your new character will look just like your old one. Once you have died, you don't have to Run Away from any remaining monsters.

Looting The Body: Lay out your hand beside the cards you had in play (making sure not to include the cards mentioned above). If you have an Item attached to a **Cheat!** card, separate those cards. Starting with the player with the highest Level, everyone else chooses one card . . . in case of ties in Level, roll a die. Once everyone gets one card, discard the rest. If your corpse runs out of cards, tough. Looted cards go into players' hands.

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

When the next player begins his turn, your new character appears and can help others in combat with his Level and Class abilities . . . but you have no cards, unless you receive Charity or gifts from other players.

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

CURSES

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

If acquired some other way, such as by **Looting The Room**, Curse cards go into your hand and may be played on any player at any time. Reducing someone's abilities just as he thinks he has killed a monster is 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 or have a continuing effect. Keep these cards until you get rid of the Curse or the penalty takes effect. (Curse cards you keep as a reminder may not be discarded to power Class or Race abilities. Nice try!)

Note: If someone plays a "your next combat" Curse on you while you are in combat, it counts in *that* combat! The same is true for a "your next turn" Curse played during your turn.

If a Curse can apply to more than one Item, the victim decides which Item is lost or Cursed.

If a Curse applies to something you don't have, ignore it. For instance, if you draw **Mystery Meat Day** and you are already at Level 1, nothing happens; discard the card.

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

Where Do I Go From Here?

If you're new to *Munchkin*, and *Spell Skool* is your introduction to the game, welcome! We're glad you've tried us out. Here are a couple of ways you can expand your game:

Boosters! Our *Munchkin* booster packs are an inexpensive way to add a little bit of new fun to an existing game. Anything that says it works with base *Munchkin* will work with *Spell Skool*, although there may be a few rule references that you'll have to overlook. Boosters such as *Munchkin Dragons* or *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* game or any other full-size core game. You can even mix in the *Spell Skool* cards you already have; they'll all work just fine in your new set!



Interfering With Combat

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

Use a One-Shot.

Play a monster enhancer.

*Add a monster from your hand to join the combat, either with a **Wandering Monster** card or by using special rules on the monster cards themselves.*

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. Draw that many Treasures, modified by any monster enhancers played on it. 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.

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.

Example of Combat

Rupert is Level 4 with the **Extra-Pointy Hat** (+3 to combat strength). He is facing the Level 10 **Ex-Librarian**. Rupert plays the **Bug Beer** (+4) to bring his combat strength to 11. Unless someone interferes, Rupert will kill the **Ex-Librarian** and win the combat!

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 win . . . you must 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 . . .

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