Munchkin Christmas Life is a holiday-themed, streamlined version of the classic Munchkin card game.

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

SETUP
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-down discard piles for the two decks. You may not look through the discard piles until a card allows you to. When a deck runs out, reshuffle its discard.

In Play: These are the cards in front of you, showing your Race and Class (if any) and the Items you are carrying. Continuing Curses also stay on the table. Cards in play 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 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 Character Creation). Cards in play may not be returned to your hand.

Conflicts Between Cards and Rules

This rule sheet gives the general rules. Many cards add special rules, so in most cases when the rule sheet 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 specifically 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 end result being a victory, and your character is now Level 10. You may also read the Munchkin FAQ and errata pages at munchkin.sjgames.com, or start a discussion at forums.sjgames.com.

STARTING AND FINISHING THE GAME

Decide who goes first by whatever method you like.

Play proceeds in turns, each with several phases. When the first player finishes his turn, the player to his left makes 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 or Race card.
• Play a Go Up a Level.
• Play a Curse.
• Play an Item.
• Trade Items.
• Sell Items for a level.
• Sell Items for Gold.
• 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 and Race abilities. And a Curse or a monster’s Bad Stuff (see Running Away) may force you to get rid of something!
• You may trade Items (but not 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 Snow Cap if you don’t help Bob fight Manta Claus!”
• 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 100 Gold Pieces to gain one level. If you discard 10 or more Items (for instance 1,000 Gold Pieces worth, you don’t get change. But if you can instantaneous turn 1,000 Gold Pieces worth into 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. You may discard other Items, but not any with a Gold Piece value.

One-Shot “Treasures”

A Treasure card that says “Usable once only” is often called a One-Shot Treasure. These cards may be played from the table or your hand. Most of these are used during combat to strengthen the munchkins or the monsters. 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-shot Items with a Gold Piece value may be sold for levels, just like other Treasures.

Other Treasures

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

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 race, class, and equipment. If the monster's combat strength equals or is greater than yours (monsters win ties), you lose the combat and must Run Away from the monster. If your combat strength totals less 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.

Some monster cards 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 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 any player you choose. Some monster cards may also be played into a combat, such as Monster Enhancers (see below).

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

If you kill a monster (or monster's), discard the monster(s) and any other cards played, and claim your rewards. But 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, if you have killed the monster and you get the level(s) and Treasure cards, respectively.

If you are facing the Level 10 Snow Shovel (+3 to his combat strength) he is facing the Level 10 Net Troll. Devlin plays the Christmas Coral to raise his combat strength to 11, beating the Net Troll's 10. Unless someone else interferes, Devlin has won the battle!

Rewards

When you kill a monster, you get one level per monster, unless the Monster card says something else. 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.

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. Your helper cannot 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 escape on a 5 or more. Some Class and Race abilities and some Treasures might make it easier or harder to Run Away from monsters. And some monsters give you a bonus or penalty for your roll for that monster only.

If you have the option 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.

If you draw multiple monsters, you roll separately to escape one, in any order you choose, and suffer Bad Stuff from each one that catches you as soon as it catches you.

If you are cooperating, you 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).

CURSES

If drawn face-up during the Kick Open The Door phase, Curse cards apply immediately. (Some Curse cards can be played in other phases, such as during the Monster Enhancer phase, or under the control of other players.)

A. If acquired other way, such as by winning Treasure, they draw the card.

B. If acquired another way, such as by losing Treasure, they discard the card.

C. If acquired a third way, such as by losing Treasure, they discard the card. (Some Curses have alternate effects, though, so read

D. Note: sometimes, 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 continuing effect. Keep these cards until you get rid of the Curse or the penalty takes effect. (Curse cards keep as a reminder may be discarded to power Class or Race abilities. Nice try!)

More Munchkin!

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The URL for this set is munchkin.sjgames.com/xmaslit

The icon for this set is Munchkin Christmas Lite

Interfering With Combat

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

Use a one-shot card.

Play a Monster Enhancer.

Add a monster from your hand to the combat, either with a Wandering Monster card or by using the special Santa rule.

Backstab a player, if you're a Thief.

Play a Curse card. (See Fighting Monsters for reference cards, play gamerfinder.sjgames.com.

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