If you die, you leave your stuff. Once you have
no remaining money, you can try to keep your
affiliations, powers and powers (but not any
item) on your last card. Your new character
can use the powers and items of the old
card, list above). If you have an item
equipped, nothing happens; discard the card. (Some
Traps have alternate effects, though, so read the card!)

Character Creation

Everyone's agent starts at Level 1, each with special powers
as described by their Role card. Munchkin characters
are survivors, not superheroes. They don't need to
finish the fight before gaining any rewards.

3. You cannot collect rewards for defeating a monster (e.g.,

If you fail to Run Away from a monster, it does Bad Stuff
to you, as described by its card. This may vary from losing
an item, to losing charity, and cannot level up or win the game.

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an item, to losing charity, and cannot level up or win the game.

If you lose to a monster, you lose the game. You may have
a “your next turn” Trap played during your turn.

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a "your next turn" Trap played during your turn.

Cards in Play:

Cards in play may not be returned to your hand — they must be
played on any player at any time. Usually, a Trap affects
its victim immediately. If you have more than five cards
in your hand, you can separate any into two 5-card
hands and become the new director of S.H.I.E.L.D.
The winner is the first player to reach Level 10

Cards in your hand are not in play. They don't help
"your hand." At the end of your turn, you may have no more
than five cards in your hand (see multiplayer, p. 2).

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When you may take actions

At any time:
- **Discard an Affiliation**

At your turn:
- **Draw the top card from the Door deck**
- **Play a Trap.**

When in combat:
- **Kick Open the Door**
- **Play a Team-Up card.**

When you fight a monster:
- **Team-Up.**
- **Kick Open the Door.**
- **Draw the top card from the Door deck.**
- **Play a Trap.**

When you find a Treasure:
- **Trade with other players.**
- **Trade with the GM.**
- **Keep the Treasure.**

Your turn begins as soon as the previous player's turn ends, and it is broken up into a number of phases: Play invertebrate threats, encounter combat, and maybe buy a level. When your turn ends, it is the next character's turn.

To open a Door:
Draw the top card from the Door deck and discard it. If it is an Affiliation, you may play it as normal. If it is a Trap, you may trigger it. Note: The Door deck is shuffled every time you play!

KICK OPEN THE DOOR: You draw the top card from the Door deck and discard it. If it is an Affiliation, you may play it as normal. If it is a Trap, you may trigger it.

If you do not draw any other card, Affiliation, Power, Monster, Inheritance, Ally, or Treasure card, you lose a point when in combat. If you win the combat, you lose two points. If you lose, you lose five points. You can have no more than five points in absolute terms. If you lose more than five, it's game over. You have to stop playing. If you lose five, you lose a level. The only way to stop losing levels is to purchase a level with a 2 or more Power card.

You may discard one Affiliation per turn. You may discard any number of Affiliations at any time except during combat.

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If you manage to discard all of your Affiliations in combat, you win! If it is tied or lower, the monster wins, and you must Run Away or Suffer the Bad Stuff! For the full explanation see “Selling Items for Levels,” pgs. 4-5. If your combat strength is greater than the monster’s combat strength by more than two levels, you automatically escape when you sacrifice an Ally.

The choice is yours! You may change your mind by using a Monster Enhancer to strengthen the monster with it, instead of giving it to your Ally. You can offer a Monster Enhancer to strengthen either a combat against you or as a gift. If you decide to discard a Monster Enhancer, you cannot use it again during the same fight. You cannot discard an Affiliation, Power, or Monster card.

You may offer as many Monster Enhancers as you want to a combat, so long as you pay the indicated Gold Pieces. You can offer any number of Monster Enhancers as a gift.

Selling Items for Levels: At any point during your turn or when in combat, during your own combats or during someone else’s combat, you may discard any number of Treasure cards. If the monster’s combat strength is equal to your combat strength, the monster wins the combat and you get all the Treasures, although they can still whine and make unreasonable demands. Alternatively, you may discard one Monster Enhancer, and go up a level (two levels for some big monsters). If the monster’s combat strength is greater than yours, you lose some levels or some other penalty.

A monster enters combat against you if you find one monster from the combat and fight the other(s) normally, but you cannot take any actions other than to defeat the monster. In some cases, a card will let you defeat a monster without killing it. This is called “slaying” or “slaying the dragon,” but you get no gold for the Treasures, either.

You may trade Treasure cards with other players, monsters, or the GM. You cannot trade Treasure cards for anything else. You may not trade Treasures for other Treasures, or for any other reason. You cannot discard any card that you have not yet played, even if you are the helper.

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