This special Guest Artist Edition of Munchkin is one of a series of limited sets celebrating Munchkin’s 15th anniversary. This game has been re-illustrated by Mike Luckas, who has illustrated comics including Skullkickers and Munchkin, and is the creator of the Conquistas webcomic. The icon for this set is the artist’s signature.

For more about all the Guest Artist Edition games, look at guestartists.sjgames.com.

Munchkin Legends combines classic myths and modern legends with the great Munchkin gameplay and humor you love!

This game includes 96 Door cards, 72 Treasure cards, 12 player standies (six male, six female), one gameboard, one custom six-sided die, and these rules. Three to six can play.

Setup

Each player takes two standies of the same color and chooses one to place on the space marked “1” on the gameboard. The player’s starting sex matches the standie chosen. The other standie goes in front of the player as a color reminder.

Conflicts Between Cards and Rules

This rulesheet gives the general rules. Cards may 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 (p. 4) 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 (e.g., Treasure, levels) 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... unless it’s more fun to argue.

Divide the cards into the Door deck and the Treasure deck. Shuffle each deck. Deal four cards from each deck to each player. Place the rest of the cards in the appropriate spaces on the gameboard.

The numbered spaces on the board represent your Level (see p. 2). When your character goes up (or, ugh, down) in Level, move your colored standie accordingly. You can never go below Level 1, and once you kill a monster to reach Level 10, you win! It’s perfectly fine for more than one player to be at the same Level.

Card Management

Keep discs for each deck in the matching “Discard” space on the gameboard. You may not look through the discs unless you play a card that allows you to!

When a deck runs out, reshuffle its discs. If a deck runs out and there are no discs, nobody can draw any of that kind of card!

In Play: These are the cards on the table in front of you, showing your Race and Class (if any) and the items you are carrying. Continuing Curses and some other cards also stay on the table after you play them. 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, p. 2).

Cards in play may not be returned to your hand — they must be discarded or traded if you want to get rid of them.

Character Creation

Everyone starts as a Level 1 human with no class. (Heh, heh.) Munchkin characters may be either male or female. Your character’s sex at the start of the game matches the standie on the board.

Look at your initial eight cards. If you have any Race or Class cards, you may (if you like) play one of each type by placing it in front of you. If you have any usable items (p. 3), you may play them by placing them in front of you. If you have any doubt about whether you should play a card, you could read below, or you could just charge ahead and do it.
When You May Take Actions

You may perform these actions at any time:

- Discard a Class or Race.
- Play a Go Up a Level or Hirling.
- 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 or Race 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; see p. 3).

STARTING AND FINISHING THE GAME

Decide who goes first by rolling the dice and arguing about the results and the meaning of this sentence and whether the fact that a word seems to be missing any effect.

Play proceeds in turns, each with several phases (see below). 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 . . . but you must reach Level 10 by killing a monster, unless a card specifically allows you to win another way.

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, p. 4. If the card is a curse – see Curses, p. 6 – it applies to you immediately (if it can) and is discarded (unless it has a persistent effect or you keep the card as a reminder of an 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.

When you fight a monster, you compare your combat strength (your Level plus any bonuses or penalties) against the monster’s combat strength. If your combat strength is greater, you win! If it is tied or lower, the monster wins.

For the full explanation, see Combat, p. 3.

Look For Trouble: Play a monster from your hand and fight it, just as if you had found it when you kicked open the door. Don’t play a monster you can’t handle, unless you’re sure you can count on getting help (see p. 4)!

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. If you cannot, or do not want to, you must give the excess cards to the player with the lowest Level. If 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 basically a collection of weapons, armor, and magic items, with three stats: Level, Race, and Class. For instance, you might describe your character as “a Level 7 Human Warrior with the Staff of Asclepius, a Digital Cloak, and Glass Slippers.”

Level: This is a measure of how generally 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 (see Items).

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 Warriors, Wizards, Thieves, or Clerics. If you have no Class card in front of you, you have no class. Yeah, I know, we did that one already.

Each Class has special abilities, shown on the cards. You gain the abilities of a Class the moment you play its card in front of you, and lose them as soon as you discard that card. Some Class abilities are powered by discards. You may discard any card, in play or in your hand, to power a special ability.

See the Class cards for when abilities can be used. Note that a Thief cannot steal while he or the target is fighting – and as soon as a monster is revealed, the fight is on!

You can discard a Class card at any time, even in combat: “I don’t wanna be a wizard anymore.” When you discard a Class card, you become classless until you play another Class card.

You may not belong to more than one race at once unless you play the Super Munchkin card.
Level Counters: It's Not Cheating. It's Using the Rules!

If you have an iOS or Android device, you’ll like our Level Counter smartphone app. Just search for "Munchkin level counter" or click the link at levelcounter.sjgames.com. Even better, it gives you personal in-game advantages to make your friends jealous . . . which is what being a munchkin is all about!
"One-Shot" Treasures

A Treasure card that says "Usable once only" is often called a "one-shot" Treasure. 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-shot Treasures 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 couple of specific examples:

- 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!
- Hircling may be played at any time, on any turn. You cannot give a Hircling an Item to carry while you are in combat, however.

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 equal to yours, or greater, you lose the combat and must Run Away (see p. 5). If your combat strength totals more than the monster’s – note that monsters win ties! – you kill it and go up a level (two levels for some big monsters). You’ll 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 ability says otherwise, you don’t get the Treasures, 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, 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 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, defined as about 2.6 seconds, for anyone else to speak up. After that, you have killed the monster, and you really get the level(s) and Treasures, though they can still whine and argue.

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. (Yes, you can have a negative enhancement.) 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.

Fighting Multiple Monsters

Some cards (notably Wandering Monster) allow your rivals to send other monsters to join the fight. You must defeat their combined combat strengths. Any special abilities, such as forcing you to fight with your Level only, apply to the entire fight.

If you have the right cards, you can eliminate one monster from the combat and fight the other(s) normally, but you cannot choose to fight one and Run Away from the other(s). If you eliminate one monster, but then run from the other(s), you don’t get any levels or Treasure!

Interfering With Combat

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

- Use a one-shot card. You could help another player by using a one-shot to strengthen his side. Of course, you can “accidentally” strengthen the monster with it, instead . . .
- Play a Monster Enhancer. These cards (usually) make a monster stronger . . . and give it more Treasure. You can play these either during your own combats or during someone else’s combat.
- Add a monster from your hand to join the combat, either with a Wandering Monster card or by using the special Undead rule.
- Backstab a player in combat, if you’re a Thief.
- Curse them, if you have a Curse card.

Undead Monsters

Several monsters in this set are tagged Undead. You may play any Undead monster from your hand into combat to help any other Undead, without using a Wandering Monster card. If you have a card that can be used to make a monster Undead, you may play it with a non-Undead monster to use this rule.

Asking For Help

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 affect your combat, however!
Example of Combat, With Numbers and Everything

Diane is a 1st-Level Cleric with the Feathered Headdress (which gives her +4 to her combat strength). She kicks open the door and finds Bloody Mary, a 6-Level Undead monster. Diane is only at 5 combat strength, so she’s losing.

Diane: Sorry, gang, but I gotta uncork this.

She plays the Potion of Sphinx Stinx, adding +5 to her combat strength. Now she’s winning, 10 to 8.

Sam: Surprise! She’s the Titanic Bloody Mary.

Sam plays Titanic, adding 10 to Bloody Mary’s combat strength. Now she’s winning again, 18 to 10.

Diane: EEK! Lucky for me that he’s Undead . . . turn, turn, turn!

Diane discards one card from her hand and two cards from the table to activate the Cleric class’s Turn Undead ability. Each discard gives her +3, for a total of +9, so now she’s barely winning, 19 to 18.

Diane: Anyone else?

She holds a Door card from her hand and stares menacingly at the group. Although Sam has an Undead monster, Cerberus, in his hand, he decides not to add it to the fight.

Diane: Awesome! Thanks for the extra Treasures, Sam!

Sam: Grumble.

Diane goes up one level for killing Bloody Mary, taking her to Level 2. She draws four Treasures face down: two from Bloody Mary herself, and two more from the Titanic monster enhancer.

And the game goes on . . .

If someone successfully helps 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 . . . unless he’s an Elf, in which case he gains one level for each monster slain. You draw the Treasure cards, even if it was your helper’s special ability that defeated the monster, and distribute them according to the agreement you reached.

Rewards

When you kill a monster, you get one level per monster, unless the Monster card says something else, and you get all its 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. You don’t 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 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, 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), Race(s), and Level (and any Curses that were affecting you when you died) — your new character will look just like your old one. If you have Half-Breed or Super Munchkin, keep those as well. 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. Starting with the one with the highest Level, each other player chooses one card . . . in case of ties in level, roll a die. If your corpse runs out of cards, tough. After everyone gets one card, the rest are discarded.
Treasure, you must agree offer him part of the monster’s cards the monster has. If you or any number of the Treasure to help. You may offer your helper any are also a Dwarf). But if you are facing Dwarf helps you, the monster’s combat strength is reduced by 3 (unless you your combined total ties that of the monster, Warrior helps you, you will win if also apply to your helper, and You’ll probably have to bribe someone Bloody Mary herself, and two more from the Titanic monster his hand, he decides not to add it to the fight. The group. Although Sam has an Undead monster, Cerberus, in the table to activate the Cleric class’s Turn Undead ability. When you kill a monster, you get one level per monster, unless the monster card. . . in case of ties in level, roll a die. If your corpse runs out of cards, go up any levels . . . unless he’s an Elf, in which case he gains one level for , so the whole party can see what you roll separately to escape each one, in If two players are cooperating and still Away. You don’t get any levels or Treasure. You don’t even get to Loot the Door and finds Bloody Mary, a Level 8 Undead monster. Diane is Grumble.

Diane:

Anyone else?

EEK! Lucky for me that he’s Undead . . . turn, turn, turn!

Sam plays Titanic, adding 10 to Bloody Mary’s combat Surprise! She’s the Example of Combat,

and a Cleric helps you, he is if you fail to Run Away from a monster, it does Bad Stuff to you, as described on its card. This may vary from way that costs him

Rewards

Other ways to connect to the Munchkin social network:

Twitter. Our Twitter feed often has Munchkin news (or bonus rules!): twitter.com/SJGames.

Facebook. Connect with other fans on our pages for Munchkin (facebook.com/sjgames.munchkin) and Steve Jackson Games (facebook.com/sjgames).

The URL for this set is guestartists.sjgames.com/legends-luckas.

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 . . . but you have no cards.

On your next turn, start by drawing four cards from each deck, face-down, and playing any legal Race, Class, or Item 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 drawn face-down or acquired some other way, Curse cards may be played on any player at any time. ANY time, do you hear me? 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 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. If someone plays a “your next combat” Curse on you while you are in combat, it counts in that combat! (Curse cards you keep as a reminder may not be discarded to power Class or Race abilities. Nice try!)

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 unless the Curse has instructions to the contrary. For instance, if you draw De-Feet-ed and you are not wearing Footgear, nothing happens; discard the card.