Example of Combat, With Numbers and Everything
Munchkin is played by Level 1 Founder, and a 100% Munchkin, and then you may enter the battle! For every monster you face, you lose a life, unless you are wearing certain accessories (see below). Note that the Munchkin is considered to be a non-player character and may not kill other NPCs, unless the cards specifically state that it may.

DEATH
When you lose your last life, you die. If you have a Level 1 character, you may choose to play as a non-player character (NPC) in the game. This means that you may not kill other NPCs, unless the cards specifically state that you may.

Combating Munchkin
Munchkins have special abilities that allow them to use their level in combat. They may also use their level to help others in combat with his Level and Class or Faction abilities. However, you may not trade an Ally to another player.

Munchkin Pathfinder Deluxe
You may mix two (or more) base sets and expansions together for a genre-crossing mega-game! The same is true for a “your next turn” curse. When the first player finishes his turn, the next player goes. You may only discard cards that are still face-up on the table, and cannot mix and match different types of cards. You must follow the rules of the base game, and the expansions that you are using.

In the Pathfinder Roleplaying Game, your hero lives in battle on the opposite face of the card. Each monster has a level, and a chance to kill you. You must reach Level 10 to win. If you die, you are killed by the monster, and you lose all your treasure.

Finishing the Game
The first player to reach Level 10 wins . . . but you must reach Level 10 by killing a monster, not a card. You may only discard cards that are still face-up on the table, and cannot mix and match different types of cards. You must follow the rules of the base game, and the expansions that you are using.

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Starting the Game
Decide who goes first by any method that will not affect the outcome of the game. The first player to reach Level 10 wins . . . but you must reach Level 10 by killing a monster, not a card. You may only discard cards that are still face-up on the table, and cannot mix and match different types of cards. You must follow the rules of the base game, and the expansions that you are using.

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When You May Take Actions

You may perform these actions at any time:
- **Fight**: when it's your turn, you must choose as many monsters as you can fight, no matter what phase it is. You cannot choose to fight a monster that has already been defeated.
- **Look For Trouble/Loot The Room**: if you have more than five cards in your hand, you must play one of them. If you choose to play a card, you can discard it face-down.
- **Use Items**: you can use any items you have in your hand. You cannot use items during the Turn Phases.
- **Super Munchkin**: you can play a card that you have just received.
- **Go Up a Level**: you can add two points to your Level counter and play a card that you have just received.

**When You Cannot Take Actions**
- **Graveyard**: if you have no cards in your hand, you cannot take any actions.
- **Killed**: if you have no cards in your hand, you cannot take any actions.
- **Last Level**: if you are at the last level, you cannot take any actions.

**When You May Not Take Actions**
- **Immobilized**: if you are immobilized, you cannot take any actions.
- **In Combat**: if you are in combat, you cannot take any actions.

**When You Must Take Actions**
- **If you have more than five cards in your hand, you must play one of them**.
- **If you are at the last level, you must play a card**.
- **If you are in combat, you must choose a monster to fight**.

**When You Must Not Take Actions**
- **If you are in combat, you must not choose a monster to fight**.
- **If you are in combat, you must not choose a monster to fight**.

**Character Stats**

Each character has four abilities: strength, wisdom, magic, and science. These stats determine how you fight in combat. The higher your stats, the better you are at fighting monsters. Each character also has a class and faction, which determine their abilities and weaknesses.

**Turn Phases**

Your turn begins at the start of the previous turn's combat, if any. At the start of your turn, you may do the following:
- **Fight**: attack one or more monsters.
- **Look For Trouble/Loot The Room**: look for trouble or loot the room.
- **Use Items**: use any items you have.
- **Super Munchkin**: play a card that you have just received.

**Combat: Basic Rules**

When you fight a monster, you can choose to fight one and run away from the other(s). Sometimes a card will let you get rid of the monster without killing it. This is called a “kick open the door.”

**Treasures**

Treasures are important because they give you extra power and abilities. You can choose to fight one and run away from the other(s). Sometimes a card will let you get rid of the monster without killing it. This is called a “kick open the door.”

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