When you kill a monster, you get one level, and you get a card from its treasure deck, unless the Monster card says 'no card' and... you get to keep its treasure! Each monster has a Treasure number on the back of its card. If you kill the monster, you get that number of cards. A monster's Treasure number varies from nothing (such as a treasureless zombie) up to 20 (a Level 10 treasure). You may or may not get the Treasure, depending on the method.

You may use a 'KICK OPEN THE DOOR' card to kick open doors, so you can... go into a room and kill the monster, if you so choose. The card you choose is the one you actually get.

Example of Combat:

Carol has a 7, the monster has a 4. She has no cards, so it's a one-on-one fight. She can check her shotgun. Carol goes up a level and claims the Pizza Guy's card and figures it out.)

Now Carol is losing, 11 to 7.

Sure. Me strong. Me help you for free!

No one says anything, so the Pizza Guy is defeated, despite the door and finds the Pizza Guy, a Level 6 monster. Carol is at a 7 level. Biff plays With A Shotgun, adding 5 to the Pizza Guy's combat strength. Now Carol has 5 strength, worth +4 – and has

The munchkins are dead, but that won’t stop them! They’re zombies, and can be anywhere – you name it! You can go up to Level 10, and then keep on going until you reach Level 20 or higher. This is the ultimate, munchkinly. Do it.

Card Management

Conflicts Between Cards and Rules

The rules in this game are nearly identical to the rules in any other munchkin game you have played. However, munchkin lore and ‘real life’ may be different. You must decide for yourself how to handle the rules, and play them as you please, using your own version of the rules.

Munchkin Deluxe

You can also allow shared gameboards. The other goes in front of the player. Cards in play are public information and must be visible to the other players. Cards and Rules

This规则单给出了通用规则。许多卡片添加了特殊的规则。你必须自己决定如何用这些规则玩这个回合，因为这些规则只要玩家觉得舒适，就可以有其他版本。你可以根据自己的喜好来定义规则。但是，你必须保持在游戏的总体上，即使玩家可能会在不同的回合中使用不同的规则。

You can mix two (or more) sets, creating a completely new game! The other one goes in the middle of a combat. You must finish the fight to get cards. This makes a bit of a mess, but it’s a fun way to play.

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Curses

the way you want, go to phase 1.

killing a monster, unless a card

allows you to win another way.

movie, so no one has any class.)

TuRN phAseS

in combat:

• Play a new Mojo or Powers card (at any time).
• Discard a Class or Race.

You may perform these actions at any time, as long as you are not
even during combat; see above).

As you are standing very close, the sorcerer's weapon’s tip

27x792.0

[27x90]is then discarded, unless it has a persistent effect

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