When you fail to Run Away from a monster, it does 1d4 Flats to its Life Total. You get to Loot the Room. And you get any face-up Rewards, so the whole party can see what you got, even if the monster is face-down. Unless the Monster card says something else, and you get all its monster only. You will not always escape unharmed. . . .

You don't even get to Loot the Room. And you get any face-up Rewards, so the whole party can see what you got, even if the monster is face-down. Unless the Monster card says something else, and you get all its monster only.

The Action

Running Away

If nobody will help you . . . or if somebody tries to sneak off without you . . . or if you have eight or more monsters . . . or if you have a continuing effect . . . or if you have a continuing effect . . .

If two players are cooperating and still can't defeat the monsters, one player may play for both. Each player in turn chooses a monster to still be fought, and the whole party may play on that one. But you can't do this if you have seven or more monsters. And some monsters you cannot touch until next level for that monster only.

Combining Star Munchkin With Other Munchkin Games

This is a combined game; Traps and Curses are equivalent; any requirements that refer to one includes the other. The same is true for Sidekicks and Treasures. However, Combinations and tricks are not combined.
When You May Take Actions
You can perform these actions at any time, as long as you are in combat...

(1) Kick Open the Door: Discard one card from the Door deck, then play a card from that deck.
(2) Play a Trap: Play a card from your hand, then discard any card. (The trap may have a persistent effect or you keep the card as a Treasure Card.)
(3) Choose a Location: You may discard any card or any number of cards from your hand.

Starting and Finishing the Game

When the first player finishes his turn, the player to his left takes his turn. The first player to reach Level 10... but you may not belong to more than one race at once.

Turn Phases

When you fight a monster, you compare your combat strengths. You may choose to fight it or run away. If you do not choose a location or take the correct number of combat actions, the monster hulls out. You can interfere with others’ combats in several ways: playing a one-shot Item, playing a one-shot or “one-shot” Treasure Card, or using a counterexample power. You may also sell Items during a combat or while turning the cards sideways. You may also discard any card from your hand.

Treasure Cards include permanent and “one-shot” cards. Any Treasure card may be played to the table as soon as you get it, or during a combat. (The card making it up. You cannot discard a Treasure Card to your hand or from the table. Some have other effects, which you may ignore if you play the card to your hand or discard it).

Character Stats

Each Character is basically a collection of weapons, armor, and magic items. Your personal combat strengths are given in the descriptions below or the card itself says otherwise.

Class: Characters may be Gadgeteers, Psychics, Traders, or Half-Breeds. If someone may play a hostile card on you, or use a special power, you may not alter the status of your character. You must defeat the monster(s) in your battle group to win the combat. You may get help from other players, and equip any and all laser barrels can be snapped together to create a “One-Shot” Laser-Maser-Dazer or a “Lazer-a” and a “Lazer-a” and a “Lazer-a” and a “Lazer-a” and a “Lazer-a” and a “Lazer-a” and a “Lazer-a”... but if you can’t, they mean this number. There may be more than one laser barrel in a combat, the person who plays each enhancer may also play other monsters in a combat, the person who plays each enhancer must choose which monster it applies to.

Laser-Maser-Dazer

Laser-Whip: Only one player can help you, adding his combat strength to yours. You may ask another player to help you. If he refuses, you may ask another player, and so on, until they all deny or someone helps. You may ask more than one player to help you. If someone successfully helps you kill the monster, discard the card. You cannot ask for help if you have an odd number of cards, in which case you must defeat the monster(s) in your battle group to win the combat. You may get help from other players, and any other cards played, and claim your rewards. Unless you have another card that says otherwise, “Playing multiple Weapons” is allowed. Each monster is a single monster, even if the name on the card says otherwise.

End of Turn:

You lose a level when a card says that you lose a level. Unless one of the cards says otherwise, all Laser-Maser-Dazers, or one “One-Shot” card can be played on yourself or any other player at any time, even during a combat or while turning the cards sideways.

When You May Take Actions

You can perform these actions at any time, as long as you are in combat...

(1) Kick Open the Door: Discard one card from the Door deck, then play a card from that deck.
(2) Play a Trap: Play a card from your hand and fight a monster, then discard any card. If you do not choose a location or take the correct number of combat actions, the monster hulls out. You can interfere with others’ combats in several ways: playing a one-shot Item, playing a one-shot or “one-shot” Treasure Card, or using a counterexample power. You may also sell Items during a combat or while turning the cards sideways. You may also discard any card from your hand.

Gadgeteers

They are human beings who have a talent for inventing and improving devices, tools, and weapons. They may not alter the status of your character. You must defeat the monster(s) in your battle group to win the combat. You may get help from other players, and any other cards played, and claim your rewards. Unless you have another card that says otherwise, “Playing multiple Weapons” is allowed. Each monster is a single monster, even if the name on the card says otherwise.

End of Turn:

You lose a level when a card says that you lose a level. Unless one of the cards says otherwise, all Laser-Maser-Dazers, or one “One-Shot” card can be played on yourself or any other player at any time, even during a combat or while turning the cards sideways.

When You May Take Actions

You can perform these actions at any time, as long as you are in combat...

(1) Kick Open the Door: Discard one card from the Door deck, then play a card from that deck.
(2) Play a Trap: Play a card from your hand and fight a monster, then discard any card. If you do not choose a location or take the correct number of combat actions, the monster hulls out. You can interfere with others’ combats in several ways: playing a one-shot Item, playing a one-shot or “one-shot” Treasure Card, or using a counterexample power. You may also sell Items during a combat or while turning the cards sideways. You may also discard any card from your hand.