

Turn 4 (Psychic Player)

1) **BAM! Kick that door.** The Psychic Player turns over the top Door, revealing the **Faded Starlet**.

2) The Psychic Player has a combat strength of 10; the **Faded Starlet** has a strength of 8. *Read the monster card! The **Faded Starlet** is at -2 against Psychics.* The Psychic Player is winning 10 to 6.

3) (To the Cyborg Player) *Don't let him win that easily!* She plays the **Quantum Entangler**, adding +4 to the monster's side. *That means that the combat is tied . . . and Monsters win ties.*

4) Right now the monster is winning! If the Psychic Player can't beat him, he'll need to Run Away. If he runs, he has to roll a 5 or 6 on the die, or he'll suffer the Bad Stuff on the monster card. *So, Psychic Player, got any cards in your hand to cut the **Faded Starlet** down to size?*

5) The Psychic Player plays the **Flammable** card, reducing the **Faded Starlet** to a strength of 5.

6) (To the Psychic Player) *Now you're beating the **Faded Starlet** by 2.*

7) (To the Cyborg Player) *It's not over till the fat lady sings!* The Cyborg Player plays the . . . **From Another Plane of Existence** card, bringing the **Faded Starlet** up to 15.



8) (To the Psychic Player) *So now you're losing. You'll have to ask for help!*

9) *When the munchkins cooperate, they add all of their combat bonuses together and will win.*

10) *When you ask for help, you have to decide how to split the Treasure. This is entirely up to you. So how are you going to split it? (Let them discuss. Coach them if necessary, but not so much that you decide for them.)*

11) *In a real game, the Psychic Player could have said "Who wants to help me?" and taken the best deal if he got more than one volunteer.*

12) After they come to an agreement, the **Faded Starlet** is slain. The Psychic Player levels up. The Psychic Player then draws two Treasures, face-up, and distributes them according to the agreement the players made. The Treasures are **Argue Relativistic Physics** and **Dimensional Shifter**.

13) *So you, Psychic Player, leveled up. And whoever got **Argue Relativistic Physics** can use it to level up.*

14) *There's another way to level up. You can sell Treasure worth at least a thousand Gold Pieces, and go up a level. So if you really wanted another level, you could sell the **Dimensional Shifter** for a level.*



Wrap-Up

*That concludes our **Star Munchkin Cosmic Demo**. Thank you for playing! In a real game you would keep going until somebody reaches Level 10, and the only way to get that last level is to kill a monster.*

Developed by Devin Lewis

Based on *Star Munchkin*,
designed by Steve Jackson

Illustrated by John Kovalic

President/Editor-in-Chief: Steve Jackson
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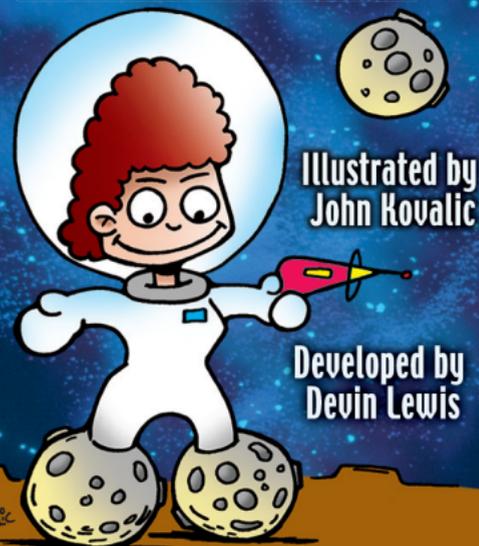
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Cosmic Demo

Based on Steve Jackson's
Star Munchkin



Illustrated by
John Kovalic

Developed by
Devin Lewis

KOVALIC

STAR MUNCHKIN[®]

Cosmic Demo

Welcome to a double-duty booster set! *Cosmic Demo* is a pack of 17 all-new cards. And they're balanced so you can use them as a quick rigged demo to get your friends into the space madness that is *Star Munchkin*!

What's With the Icons?

The *Star Munchkin* demo cards have a special "hand of cards" icon on the bottom. See the number in the icon? That's to let you stack the decks quickly for the *Star Munchkin Cosmic Demo*. Start by sorting the demo cards by back type, then flip them over and use the numbered icons to stack them. If you do it right, the first Treasure turned over will be the **Slayser**, and the first Door will be the **Cheat!**

The Play

The *Star Munchkin Cosmic Demo* is a two-player game. If you are demonstrating to a single player, you will deal to yourself second, and you will

be the "Psychic Player." If you are demonstrating to two players, you will deal but not play.

A few suggested lines are in italics. Have fun with this! The more you enjoy teaching the game, the more they'll want to play a real game. (If you want a suggested script, we have a longer version of this rules insert at munchkin.sjgames.com/cosmicdemo that includes some suggested lines.)

Setup

- 1) Make sure you've stacked the decks properly.
- 2) Deal two Door and two Treasure cards to each player, being sure to alternate the deal between the players. If you are one of the two players, deal to your victim first!
- 3) Hand out level markers (a *Munchkin* Level Counter works best, but you can use d10s, glass stones, pennies, rocks, whatever).
- 4) Since this is the first play, you may have to help the players find the Class and Race tags at the bottom of the cards. One player should play the Cyborg Race and the **Slayser**; the other should play the Psychic Class and **Gravi-Tee**. The Psychic Player will have a Go Up a Level card (**Record Captain's Log**) and you should strongly urge that player to play it now.
- 5) (To the Cyborg Player) *As a Cyborg, you get to start out as a level 2!*

6) (To the Psychic Player) *Make sure to read over the abilities granted to you by your Psychic Class.*

Turn 1 (Cyborg Player)

1) *At this point, in a regular game, we would decide who goes first. This is a rigged demo, so we decide that the Cyborg goes first.*

2) The Cyborg Player turns over the top Door card, revealing **Trap! Ionic Destabilizer!**

3) *Since the Cyborg cannot go below Level 2, she suffers no penalty from this curse. Had it been the Psychic Player at Level 2, he would have lost a level.*

4) (To the Cyborg Player) The Cyborg Player draws another Door card, **Robotler**, face-down and puts it into her hand.

Turn 2 (Psychic Player)

1) The Psychic Player turns over the top Door card, revealing the **Macroorganisms**.

2) The Psychic Player has a combat strength of 6 (2 for his Level, 2 for the **Gravi-Tee**, and 2 for facing the monster alone); the **Macroorganisms** has a strength of 2.

3) (To the Cyborg Player) *He's winning. Now would be the time to play any cards if you wanted to interfere. However, you don't have any.*

4) *The Psychic Player has slain the terrible Macroorganisms! He goes up a level! And he takes its stuff!*

5) The Psychic Player adds a level. He also draws a face-down Treasure – the **Moon Boots**. He isn't currently wearing Footgear, so he equips the **Moon Boots**.

Turn 3 (Cyborg Player)

1) *Kick down the door!* The Cyborg Player turns over the top Door card, revealing the . . . **From a Higher Plane of Existence** card. *That's a card you can use later, during a combat, so just put it in your hand.*

2) *You didn't find a monster . . . so, if you have one in your hand, you can Look For Trouble and play it to start a fight.* Since the Cyborg Player has a Monster in her hand, she Looks For Trouble, and plays **Robotler**.

3) (To the Cyborg Player) *Now make sure you read this card carefully. The Robotler gets a +2 bonus against Cyborgs, which means you!* The Cyborg Player has a combat strength of 5 (2 for her Level and 3 for the **Slayser**), and the **Robotler** is now at 4.

4) *The Psychic Player declines to interfere in combat.*

5) The Cyborg Player levels up and draws a face-down Treasure – the **Filletser**.

6) *Oh, too bad. That item is not usable by Cyborgs, unless you play that Cheat! card!* The Cyborg Player plays the **Cheat!** card along with the **Filletser**.

