**EXAMPLE OF COMBAT, WITH NUMBERS AND EVERYTHING**

**1. Level and Role (p. 3)**
- A character starts the game with a Level of 1 and a Role of "New".

**2. Level (p. 3)**
- Level dictates the starting hand size (8 cards), the number of rounds per battle (2), and the starting HP (17).

**3. Role (p. 3)**
- Role dictates the number of starting cards, whether the character starts with an Ally or Monster, and the starting HP.

**4. Combat (p. 5)**
- Combat is the sequence of actions taken by the player and the opponent.

**5. Monster Character Creation**
- A monst set 

**Super-sized Munchkin**
- This game includes 128 cards, four double-sided oversize cards, and colorful counters. The rules for the game are clear, and the artwork is fun. You can also use the cards to create your own Munchkin sets. This game can be played by one or more players, and it's suitable for all ages.

**conflicts between cards and rules**
- This rule sheet gives the general rules. Many cards add special rules, so in most cases when the rules disagree with a card, the card is correct.

**CONFLICTS BETWEEN CARDS AND RULES**
- When an action is described in a card, the action is always correct. If a card describes an action that would create an illegal situation, the action is always correct. If a card describes a situation that would be impossible, the situation is always correct.

**character creation**
- Everyone's student level of 1 starts with special powers as described on their role card. Munchkin characters may be either hero or villain. Your character's gender at the start of the game matches the face-up side of your role card.

**CARD MANAGEMENT**
- Decide who gets the first turn and decide who goes second. The player with the highest HP goes first.

**set up**
- Three to four players face the door and treasure decks, as indicated by card. Shuffle both decks and deal four cards from each deck to every player.

**play cards any time**
- You can play cards any time, but they can't be taken away except by cards that specifically remove them.

**special monst sets**
- Some special monst sets include new Treasures or other special cards. These add still more monsters to kill, new Treasure cards of Rank 1 (see p. 334) and sometimes entirely new kinds of cards. Ask for all of the Munchkin sets and expansions of your local game or comic store. If you can't find a store near you, we'll be happy to sell them directly to you at the Munchkin.com website. You can also get Munchkin sets at your local comic store, or online from your local bookstore or toy store.

**MUNCHKIN: X-Men Edition**
- The X-Men are a team of superheroes who battled the evil mutants and heroes who battle against them. This game includes 128 cards, four double-sided oversize cards, and plastic tokens, one custom-size card back for each player. The rules for the game are clear, and the artwork is fun. You can also use the cards to create your own Munchkin sets. This game can be played by one or more players, and it's suitable for all ages.

**sneaker wish card**
- A sneaker wish card allows you to add a "Sneaker Wish" card to your hand. You can also use the cards to create your own Munchkin sets. This game can be played by one or more players, and it's suitable for all ages.
**Turn Phases**

Your turn begins as soon as the previous phase or combat ends. Your turn involves taking all the actions you can, and then passing to the next person. Turn phases are:

- **Draw the Top Card**
- **Begin Combat**
- **End Turn**

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**When you have more than five cards in your hand, you turn it face-up.**

**If you kicked open the door, you have two choices:**

- Play a Monster Enhancer.
- Discard an Affiliation.

**MONSTERS**

- **Super Monster**: A monster with an Affiliation card. You must discard the card to eliminate the monster. Monsters are worth as much as the cards in their Treasure. Monster Enhancers are worth half as much as the cards in their Treasure. Monster Enhancers may also have a Gold Pieces value.Monster Enhancers are worth half as much as the cards in their Treasure. Monster Enhancers may also have a Gold Pieces value.

**COMBAT: BASIC RULES**

When you begin combat, you compare your combat strength to that of the monster you are fighting. Your combat strength is calculated as your trained combat strength (any bonuses or penalties for special cards, Affiliations, or weaknesses) plus the number of...