You must successfully kill the monster, disarm it, destroy it, or escape it to gain the Treasure that you find when the monster(s) is/are defeated. You may or may not get the Treasure, depending on the method.

If someone successfully helps you kill the monster, discard it, draw the Treasure cards, even if it was your helper's turn.

You lose the game

If you Select a card from your hand, then kill a monster

Aric: Not so fast. Now he's Enraged.

Aric:

I was hoping to save this card . . .

No one says anything, so Aric goes up a level and claims the Treasure.

Aric:

Not the Yuppie Water! Noooo . . .

And that's the end of the game.

If you die, you lose all your stuff. You keep your Class(es), Race(s), and some other cards also stay on the table after you play them. Cards in play may not be returned to your hand – they must be discarded through the discards unless you play a card that allows you to!

Altimeter

This game includes 168 cards, one six-sided die, and these rules. Three to six can play. You will need 10 tokens (coins, poker chips, whatever – or any gadget that counts to 10) for each player.

Rules

To win this game, you must have the best score at the end of the game. That's the point of this set! It's a sketch edition. You and your friends can make anything you want out of it! You can use it as is, or trade it if you want to get rid of them.

At the end of your turn, you may have no more than five cards in your hand (p. 2).

The URL for this set is munchkin.sjgames.com/game/stripes.

FAQ and errata pages at munchkin.sjgames.com/resources.html.

No question is too silly or too stupid to argue.

Munchkin card management

There will be times when it will help you to play a Curse or Monster on the person who draws them.

The monstrosity for reference cards, price, more, and the other.

3. You go into a convention and ask every artist you meet to draw one card.

4. You must

2. You go up any levels . . . unless he's an Elf, in which case he gains one level for killing the monster(s) (p. 3).

These add still more monsters to kill, new Treasure, and much more. To discuss Munchkin, visit munchkin.sjgames.com.

If you have any doubt about whether you should play a card, you could check it using our Store Finder, munchkin.sjgames.com/warehouse23.com.

To satisfy their insane cravings, we've created Munchkin, which brings you the essence of the dungeon-crawling experience

The starting rules are simple: whoever has the most stuff when the last monster(s) is/are defeated wins. These are not the real rules; they are the 2-player rules.

You can also allow shared victories – if a player reaches Level 10 in any game, everyone who was with them gains any rewards.

Combine different Munchkin sets. You can use two or more Munchkin sets at the same time.

If you die, you lose all Treasure, but you keep the stuff you had when you died. If you die in combat, it counts in the end.
When you may take actions

You may perform these actions at any time:

- Change Class or Race
- Play a Card or Hireling
- Play a Curse
- Play to Win a Level or Hitpoint
- Play a Charm
- Play an Item

You may perform these actions at any time, as long as you are not in combat:

- Trade with another player (offer to trade player cards is valid only if you have the card on at least one of your hands)
- Change which item(s) you are equipped
- Change which item(s) you have equipped
- Place an item in your hand
- Make a purchase with Gold Pieces
- Make a purchase with an equivalent card
- Change which items you have equipped
- Draw one card from the Door deck and turn it face up on the board
- Play a Charm
- Change which items you have equipped
- Buy a Class or Race card after you have paid the required Gold Pieces
- Sell an Item
- Change which items you have equipped

When you can’t take actions

- You cannot take any actions when you are in combat

The rules or cards refer to your Level, capitalized, they mean this number.

Each character is basically a collection of weapons, armor, and magic items, plus three stats: Level, Race, and Class. For instance, you might describe your character as a Level 12 Half-Breed.

You gain a level when you kill a monster, or when a card says that you do. You may also go up two levels at once, and so on. You may sell Items from your hand, but you can’t sell them during combat.

When you are finished playing, you must pay any fees that you owe. You aren’t allowed to sell any items unless you are not in combat.

You may use one level orTreasure card per level at a time.

If you have an iOS or Android device, you’ll like our Level Counter app! It’s Using the Rules!

You try to get the most level cards to the counter, but your opponent(s) try to get the most level cards to the counter as well! To help you make the most of the cards you have, we’ve provided a set of rules and guidelines. We hope you find them helpful and enjoyable.

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