

MUNCHKIN[®] 9

JURASSIC SNARK™

*We were so preoccupied with whether we **could**, we didn't stop to think if we **should** . . . but that's never stopped us before!*

This set emphasizes two special types of cards:

- Hirelings (you've seen a few, but this has more)
- Steeds (originally introduced in *Munchkin 4 – The Need for Steed*)

It is intended to be used with the original *Munchkin* and (if you wish) one or more of the previous expansions.

HIRELINGS

Hirelings, Sidekicks, Mooks, Minions, Comrades, and Allies are all the same for the purposes of these rules.

Hirelings are found in Door decks in some sets, Treasures in others. (In this set, they're Doors.) You can play a Hireling at any time, even in combat, as long as you have only one Hireling in play at a time. If you draw a face-up Hireling, you may put it in your hand if you cannot (or don't want to) put it in play. You may discard a Hireling at any time.

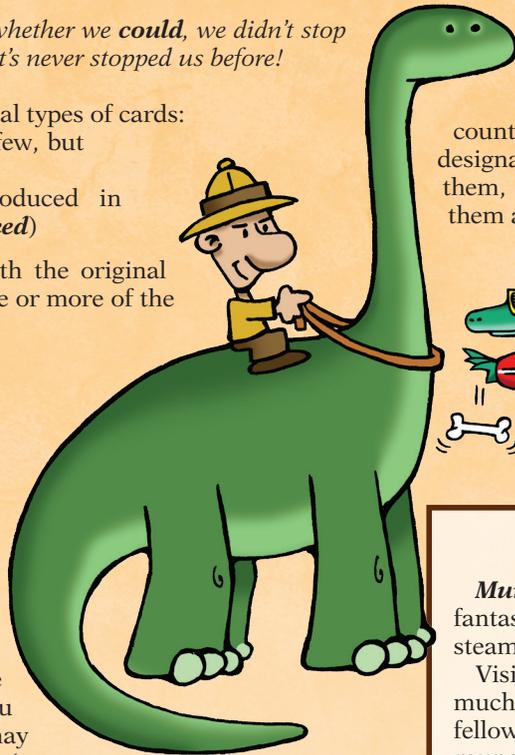
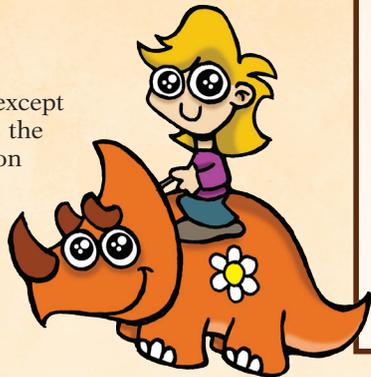
Except for **Rexy**, Hirelings are not Items and may not be traded.

A Hireling can sacrifice himself for you. If you lose a fight, then instead of rolling to run away, you may discard one Hireling and anything he is carrying. You automatically escape from all monsters in the fight, even if a monster card says escape is impossible. If someone was helping you in the fight, YOU decide whether that person automatically escapes as well, or must roll to escape.

Hirelings and Sex

No, don't even GO there.

The sex of a hireling does not matter except with monster reactions. In that case, the Hireling is of the sex, if any, shown on its card. It should be pretty obvious, even to your munchkin players, which are male, which are female, and which have no sex at all.



Hirelings and Cheating

A **Cheat!** card can be used to give you an extra Hireling, or to let a Hireling carry an item he normally could not (but why not just use the card on yourself?).

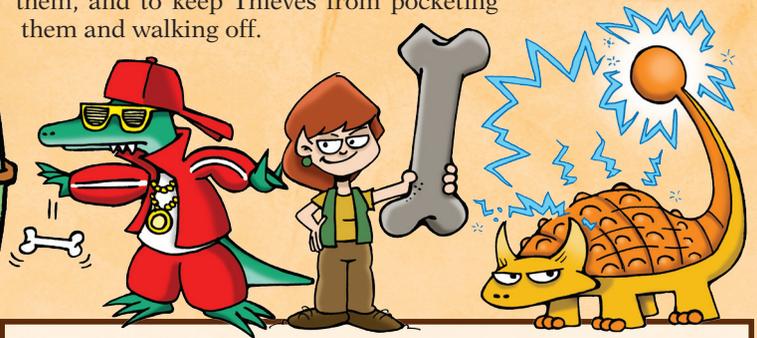
STEEDS

Dear to a munchkin's heart is his mighty Steed. Because, of course, it gives bonuses. Steeds are found in the Door deck.

No player can have more than one Steed except by using a **Cheat!** card.

Steeds are Items, and follow normal Item rules. Anything that affects an Item can affect a Steed.

Steeds carry themselves. A Steed is "Big," but it does not count against the number of Big items you can carry. The "Big" designation on Steeds is to control what Traps and Curses affect them, and to keep Thieves from pocketing them and walking off.



More Munchkin!

Munchkin comes in lots of flavors! You can get classic fantasy, sci-fi, superheroes, pirates, cowboys, the apocalypse, steampunks, and zombies . . . and they're all compatible!

Visit munchkin.game for errata, updates, Q&A, and much more. To discuss *Munchkin* with our staff and your fellow munchkins, visit our forums at forums.sjgames.com/munchkin. Check out munchkin.game/gameplay/resources/ for reference cards, playmats, and dozens of links.

All the *Munchkin* games should be available at your local game or comic store – find it using our Store Finder, storefinder.sjgames.com – but if you don't have a local store, we'll be happy to sell them directly to you at warehouse23.com. Warehouse 23 also includes our PDF store, with free *Munchkin* accessories and rules.

Use the **#PlayMunchkin** hashtag on social media to get our attention!

Twitter. Our Twitter feed often has *Munchkin* news (or bonus rules!): twitter.com/SJGames.

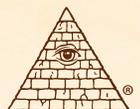
Facebook. Connect with other fans on our pages for *Munchkin* (facebook.com/sjgames.munchkin) and Steve Jackson Games (facebook.com/sjgames).

Instagram. We post lots of pictures of new *Munchkin* stuff to instagram.com/stevejacksongames.

For more information about this *Munchkin* game, go to munchkin.game/products/games/munchkin/munchkin-9-jurassic-snark.

The icon for this set is ↓

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Treating Steeds as Monsters

A player who draws a face-up Steed may choose to treat it as a monster instead. In that case, its Level is equal to twice the combat bonus at the top of the card, and defeating it is good for one Treasure and one level. Monster Enhancers may be played on Steeds being fought as monsters, and have their normal effects. The Bad Stuff for any Steed attacked as a monster is "Lose a level."

ITEM/STEED ENHANCERS

Cute and Spiky Pink can enhance Steeds. Spiky Pink can also enhance other Items. They must be played on the appropriate kind of card and may not be moved from that card once they are played.



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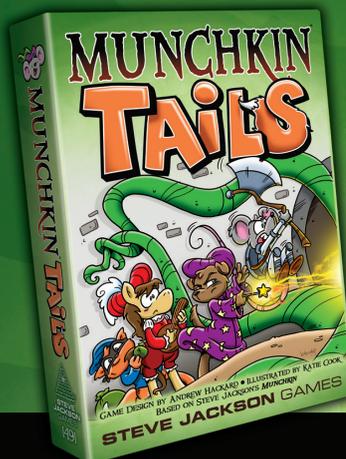
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MUNCHKIN HAS GONE TO THE DOGS...



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