CONFLICTS BETWEEN CARDS AND RULES

You can mix and match cards from different Munchkin sets for a genre-crossing super-scaled Munchkin adventure. But be Warned: super-sizing Munchkin can also be a disaster! No one wants to play a game with a character who has 474 levels, 100,000 Treasure, and 50,000 Hit Points! Super-sizing can make players too powerful, too weak, or too valuable, and the effects of super-sizing may cause players to play the game differently than intended.

The size of the set and the level of the players must be balanced for the game to be fun. Follow the general guidelines for building a game and know when to stop.

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The rules given in the general card library can add optional rules to any Munchkin card. These rules may be contradictory, especially when the card says it supersedes a rule! Cartridged cards will have optional rules printed on them. If you have any doubt about whether you should play a card, you could consult the rulebook. Otherwise, follow the rules as written on the card itself.

Some rules only apply when a card is played even during combat; see above).

DOORS AND TREASURES

When there are doors on the card in front of you, you can listen at the door by paying 1 Treasure (the other player may also listen at the door). If you hear nothing, you are free to open the door. If you find enemies, you may open the door as a free action. The door is open.

To play a Munchkin card, you must defeat a monster or another player with a higher Level. The card is played as an Attack Card.

If a player declares victory and there is a last card in the deck, that player may discard their hand and add that card to the top of the deck. The deck is shuffled and the game continues.

If a player makes it through the entire deck, they may add any discard cards to their hand, add any discard cards to your hand, then shuffle the cards.

SYNCHRONIZING OTHER SYSTEMS AND SETTINGS

MUNCHKIN DISNEY DUCKTALES is based on the game MUNCHKIN by Steve Jackson Games. Beware the dangers of the DuckTales gang. Fight the villains, seek the treasures and earn the health and Treasure points that you can use to improve your hero or buy more cards! You can have two heroes and swap them any time. You can only have one Active Hero at a time.

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1. Your turn begins as soon as the previous player's turn ends, and it

2. You may give the excess cards to the player with the lowest

3. If you have a Curse card, you may ask any other player to help you.

4. Certain cards or abilities allow you to compel another player to help

5. A monster enters combat against you if you find it when you Kick

6. You may offer to fight one and Run Away from another. If you eliminate

7. Certain cards or abilities allow you to compel another player to help

8. A few cards or abilities allow you to compel another player to help

9. INTERFERING WITH COMBAT

10. A monster enters combat separate from any other action. You may

11. A monster enters separate combat when you Kick Open the Door, and

12. A monster enters combat separate from any other action. You may

13. A monster enters combat separate from any other action. You may

14. A monster enters separate combat when you Kick Open the Door, and

15. You may offer to fight one and Run Away from another. If you eliminate

16. If you have a Curse card, you may ask any other player to help you.

17. Certain cards or abilities allow you to compel another player to help

18. A monster enters combat separate from any other action. You may

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