

MUNCHKIN[®] BOSSES

This 30-card deck of Boss cards is usable with *any Munchkin* game, plus whatever expansions you want to add (we recommend using at least one, but it's your call).

Shuffle the Boss deck and place it near the Door and Treasure decks. Boss cards are neither Doors nor Treasures and can't be added to your hands or examined by effects that let you search through the decks or discards.

FIGHTING THE BOSSES

At any point during the game, instead of Kicking Down the Door, you may declare that you want to fight a Boss. If you are using the Listening at the Door "faster play" rule, do this as the very first act on your turn, as normal.

When you call for a Boss fight, turn over the top card of the Boss deck. You cannot receive a Boss from the discards unless a Boss card itself says to do so. Most of the Boss cards are special monster enhancers. These cards have both a Level modifier and a minimum Level. A few have other effects; follow those directions.

Once you have resolved the effects of the Boss card, turn over cards from the Door deck until you encounter a monster, discarding all the non-monster cards as you go. (Effects that let you draw from the Door discards only work if the top discard is a monster. Effects that let you "preview" the Door deck work as normal, but if only

one of the cards you find is a monster, you must take that card.)

Figure out the monster's Level including any non-Boss modifiers as normal, then add the base Boss modifier to the monster's Level.

If the total doesn't reach the Boss's minimum Level, use the minimum instead. Apply any other bonuses or penalties, including those on the Boss card itself, to the modified Level.

The Boss fight has special rules:

- Once a Boss fight begins, *nothing* ends it until one side or the other wins. No cards or other abilities will dismiss the Boss, move it to another player, and so on. Other monsters in the same fight are not Bosses (not even if the Boss has a Mate!) and may be affected as in any other monster fight.
- A monster that says it will not fight you ignores that instruction when it is a Boss – Bosses *always* fight!
- A Boss is not vulnerable to "automatic kill" conditions . . . you have to take it down the hard way!
- You must fight the Boss alone and you cannot be forced to accept a helper. On the other hand, you can't fight a Boss if you're suffering from a Curse or Bad Stuff that forces you to ask for help; you have to get rid of that effect first.
- If you kill the Boss, you win the game immediately!



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- On the other hand, if you cannot kill the Boss, you have proved your inferiority. Instead of rolling to Run Away from the Boss, lose a level automatically. You don't lose a level if you are already the lowest Level or tied for lowest, because you're suffering enough. If there are other

monsters in the fight, Run Away from them normally after dealing with the Boss.

In the unlikely event that you run out of Boss cards in the Boss deck, shuffle the discards to create a new Boss deck.

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/resources.html 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, gamerfinder.sjgames.com – but if you don't have a local store, we'll be happy to sell them to you at warehouse23.com. Warehouse 23 also includes our PDF

store, with free *Munchkin* accessories and rules (including *Epic Munchkin* and the *Munchkin Tournament 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-bosses.

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