

Developed by Devin Lewis
An expansion for Steve Jackson's *Munchkin*
Illustrated by Katie Cook
Card Backs by John Kovalic

President/Editor-in-Chief: Steve Jackson
Chief Executive Officer: Philip Reed
Chief Operating Officer: Susan Bueno
Chief Creative Officer: Sam Mitschke
***Munchkin* Czar:** Andrew Hackard
***Munchkin* Line Editor:** Will Schoonover
***Munchkin* Associate Developer:** Devin Lewis
Production Manager: Sabrina Gonzalez
Production Artist: Alex Fernandez
Project Manager: Darryll Silva
Operations Manager: Randy Scheunemann
Director of Sales: Ross Jepsen

Playtesters: Pam Heberer and Amy Zwick.

Munchkin, *Munchkin Petting Zoo*, the *Munchkin* characters, the pyramid logo, and the names of all products published by Steve Jackson Games Incorporated are trademarks or registered trademarks of Steve Jackson Games Incorporated, or used under license. *Munchkin Petting Zoo* is copyright © 2022 by Steve Jackson Games Incorporated. All rights reserved. Rules version 1.0 (January 2022).

STEVE JACKSON GAMES
munchkin.game



Come on down to the *Munchkin Petting Zoo*, home of the fluffiest, cutest, and most adorable critters around! Make some new friends and show those old monsters that 'cute but deadly' isn't just a saying.

ALLIES

All of the animals at the petting zoo are very friendly (except maybe the pony). Some of them will even be happy to join you on your adventure! You may have one Ally. When you draw an Ally, either face up or face down, you may play it immediately or keep it in your hand to play later, at any time, even during combat. While in play, your Ally may grant you combat bonuses or special abilities.

You can play a new Ally and discard the old one whenever you like, but you may not trade an Ally to another player.

Allies can be sacrificed to let you automatically escape from all monsters in a combat, by discarding the Ally instead of rolling to Run Away. If someone was helping you in combat, you decide whether your helper automatically escapes when you sacrifice an Ally.

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" tag on Steeds is to control what Traps and Curses affect them, and to keep Thieves from pocketing them and walking off.

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."



The icon for this set is

