

MUNCHKIN[®] SIDE QUESTS[™] 2

We all know what Job One is. Kill monsters and level up! But now you can liven things up with Side Quests. Rescue a cat from a tree, pick 12 mushrooms, plot to overthrow a neighboring kingdom, or collect six bone necklaces worn by the local goblin tribe. Wait, wrong game . . . Instead, perform truly impressive feats like making every other player at the table your sworn enemy, going up a specific Level in a specific way, or killing a blue monster!

Of course, no self-respecting munchkin would do any of these things just because they can. Each Side Quest you complete comes with a commensurate reward. Get your gear on, get your sword ready, and do absolutely everything except what you're supposed to be doing! Again.

SETTING UP

Shuffle the Side Quest deck and deal three face-down cards to each player. Side Quest cards stay on the table and are face down until completed. (A player may always look at their own Side Quests.) Side Quests do not count against your hand size for Charity. Put the rest of the cards in their own small Side Quest deck. This set can be combined with *Munchkin Side Quests* to make an even bigger Side Quest deck.

PLAYING WITH THE SIDE QUESTS

The Side Quests are in-game goals. Each Side Quest has a condition that you can try to achieve during the game. If you are successful, reveal the Side Quest and leave it face up, then claim the reward shown on the card. A reward that grants a level may not be the winning level unless it says so. You must reveal a Side

Quest as soon as you have completed its goal to receive the reward. At the start of your next turn after you complete a Side Quest (or more than one, if you are that lucky), draw enough new face-down Side Quest cards to bring you back up to three. If the Side Quest deck is empty, shuffle the discards to form a new deck. If you die, discard your Side Quests before your corpse is looted. When you draw your new hand of cards, also draw three new Side Quests.

ROLES

Some of the Side Quests use the word "Role" as a catchall term for Classes, Races, Loyalties, etc. Unless otherwise specified, all Roles used to fulfill a Side Quest must be the same type.

DISCARDING A SIDE QUEST

If you want to discard your current Side Quest (because it is impossible for you to complete, you think it is too hard, or whatever), you may do so at any point on your turn. Discard the Side Quest and three more cards. You may draw a replacement Side Quest at the start of your next turn. (Exception: Some cards allow you to discard and draw a new Side Quest immediately, if the Side Quest you draw is impossible to complete with the sets in play; for instance, if you draw **War on Christmas** in a game without Santa monsters.)

FASTER PLAY

If you want a faster game, any player who completes three or more Side Quests can win the game by killing the next monster they face. If the monster is not killed, the player must complete another Side Quest before using this rule again.



MORE MUNCHKIN!

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

Visit munchkin.sjgames.com 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.sjgames.com/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.

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-side-quests-2.

The icon for this set is 



Developed by Devin Lewis
Based on Steve Jackson's *Munchkin*
Illustrated by Len Peralta
Card Backs by Ian McGinty



President/Editor-in-Chief: Steve Jackson • Chief Executive Officer: Philip Reed
Chief Operating Officer: Susan Bueno • Chief Creative Officer: Sam Mitschke
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 family

Munchkin, *Munchkin Side Quests 2*, the *Munchkin* characters, Warehouse 23, 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 Side Quests 2* is copyright © 2023 by Steve Jackson Games Incorporated. All rights reserved. Rules version 1.0 (March 2023).

How to Play
Munchkin
Video Tutorial



munchkin.game