

Developed by Devin Lewis  
Based on Steve Jackson's *Munchkin*  
Illustrated by Lar deSouza  
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* 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 Jepson

*Playtesters:* Dakota Maddox,  
Jennell Rodgers, and Mike Scharton

*Munchkin*, *Munchkin Squids*, 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 Squids* is copyright © 2023 by Steve Jackson Games Incorporated. All rights reserved. Rules version 1.0 (April 2023).

**STEVE JACKSON GAMES**  
**munchkin.game**

# MUNCHKIN<sup>®</sup> SQUIDS

What's that? You want *more* tentacled monstrosities? Okay, just remember, you asked for this! From the unimaginably large, to the undead, with just a sprinkle of the edible, *Munchkin Squids* has all the slimy action you could ever want.

## Tentacles

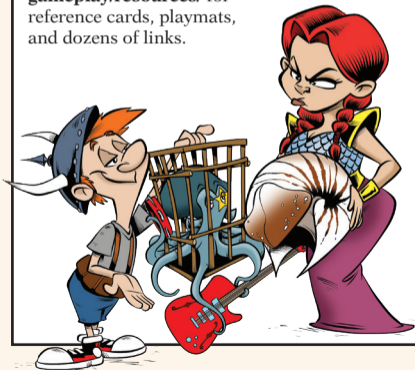
What makes a squid? Is an octopus a squid? Do I look good in this shirt? These are the questions that have plagued munchkin-kind for eternity. The answer is that the Ancient Munchkin Forgemaster could not spell "seffalopodde." So they just wrote "tentacles" instead. Taxonomists and elder gods may argue this point, but until they do – if it has tentacles, it's a squid.



## 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.game](http://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](http://forums.sjgames.com/munchkin). Check out [munchkin.game/gameplay/resources/](http://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](http://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](http://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](https://twitter.com/SJGames).

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

*Instagram.* We post lots of pictures of new *Munchkin* stuff to [instagram.com/stevejacksongames](https://instagram.com/stevejacksongames).

For more information about this *Munchkin* game, go to [munchkin.game/products/games/munchkin-squids](http://munchkin.game/products/games/munchkin-squids).

The icon for this set is

