

DEATH

If you die, you lose all your stuff. Once you have died, you don't have to Run Away from any remaining monsters. You keep your Class and Level (and any persistent Curses on you) – your new character will look just like your old one. If you have a **Super Munchkin** card, keep that as well. At this point, you may choose to play as a different character by swapping your New Kid card for another one not in use.

LOOTING THE BODY: Lay out your hand beside the cards you had in play (except the cards listed above). If you have an Item attached to a **Cheat!** card, separate those cards. Starting with the player with the highest Level, everyone else chooses one card. In case of ties in level, roll a die. Looted cards go into players' hands. Once everyone gets one card, discard the rest. If you run out of cards, tough. Dead characters cannot receive cards for any reason, not even Charity, and cannot level up or win the game.

At the beginning of the next player's turn, you are no longer dead, and your new character appears and can help others in combat with your Level and Class . . . but you have no cards, unless you receive Charity or gifts from other players.

At the start of your next turn, draw four face-down cards from each deck and play any legal cards you want to, just as when you started the game. Then take your turn normally.

CURSES

If drawn face-up during the **Kick Down The Door** phase, a Curse card applies to the player who drew it.

If acquired some other way, such as by Looting The Room, Curse cards go into your hand and may be played on any player at any time. Usually, a Curse affects its victim immediately (if it can) and is then discarded. However, some Curses give a penalty later in the game or have a persistent effect. Keep these cards until you get rid of the Curse or the penalty takes effect. (Persistent Curse cards may not be discarded to power Class abilities. Nice try!)

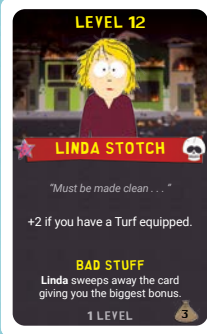
NOTE: If someone plays a "your next combat" Curse on you while you are in combat, it counts in that combat! The same is true for a "your next turn" Curse played during your turn.

If a Curse can apply to more than one Item, the victim decides which Item is affected.

If a Curse applies to something you don't have, ignore it. For instance, if you draw **10 Minutes in the Microwave** and you don't have Armor, nothing happens; discard the card. (Some Curses have alternate effects, though, so read the card!)

There will be times when it will help you to play a Curse or monster on yourself, or to "help" another player in a way that costs that player Treasure.

EXAMPLE OF COMBAT, WITH NUMBERS AND EVERYTHING



Alphonse is a Level 3 **RPG Player** accompanied by **Kyle Broflovski** as an Ally (+3). Alphonse is wearing the **Crown of the Gerbil King** (+1), **Hall Monitor Sash** (+1), and holding **Stan's Tonfas** (+4) for a total combat strength of 12.

Alphonse Kicks Down The Door and finds **Linda Stotch**, a Level 12 monster. Since Alphonse doesn't have a Turf equipped, **Linda Stotch** doesn't get the +2 bonus to her combat value. Alphonse is tied 12 to 12.

ALPHONSE: My **Crown of the Gerbil King** allows me to win ties in combat. I am victorious.

KEVIN: Not so fast, Alphonse. I'm using my **Wandering Monster** card to send **Shelley Marsh** into the fight. She adds a combat strength of 3 to **Linda's** value.

By adding another monster, Alphonse is now fighting two monsters and is losing, 12 to 15.

ALPHONSE: You're not playing fair!

Alphonse plays their one-shot item **Cheesy Poofs** (+5). Now Alphonse is winning, 17 to 15.

KEVIN: I think you win this one.

Alphonse declares victory and claims the two Levels (for defeating two monsters) and four Treasures (three for **Linda** and one for **Shelley**). Alphonse is now Level 5 with a lot of Treasure to work with, which probably means the others are going to work together to bring Alphonse down at the first opportunity.



COMBINING OTHER MUNCHKIN SETS

MUNCHKIN: SOUTH PARK is based on the same game play found in the original *Munchkin* game, *Super Munchkin*, and dozens of *Munchkin* expansions and accessories. When integrating **MUNCHKIN: SOUTH PARK** into any *Munchkin* set, use the combining rules from *Munchkin 7 – Cheat With Both Hands* as a guide. You can always download the most up-to-date version of those rules, and all others, at munchkin.game/gameplay/rules/.

SUPER-SIZED MUNCHKIN

Studies have shown that 8.4 out of 9.7 *Munchkin* players just can't get enough of the game. Here are some ideas to take your *Munchkin* games to new highs – or lows:

COMBINING DIFFERENT MUNCHKIN SETS: You can mix two (or more) base sets and expansions together for a genre-crossing mega-*Munchkin* adventure!

EXPANSIONS: These add still more monsters to defeat, new Treasure to loot, and sometimes entirely new kinds of cards. Ask for all the *Munchkin* sets and expansions at your local game or comic store – find it using our Store Finder, 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.

THE MUNCHKIN NETWORK

Visit munchkin.game for news, errata, updates, Q&A, and much more. To discuss *Munchkin* with our staff and your fellow munchkins, visit our forums at forums.sjgames.com.

Use the #PlayMunchkin hashtag on social media to get our attention!

Our Twitter feed often has *Munchkin* news (or bonus rules!): twitter.com/SJGames.

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](https://instagram.com/stevejacksongames).

The URL for this set is munchkin.game/products/games/munchkin-southpark/

In Memory of Andrew Hackard.

Developed by USAopoly

Based on Steve Jackson's *Munchkin*

For Steve Jackson Games:

President - 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
Operations Manager - Randy Scheunemann • Director of Sales - Ross Jepson
Director of Licensing - Alain H. Dawson

FASTER PLAY RULES

For a faster game, you can add a "phase 0" called **Listen At The Door**. At the start of your turn before doing anything else, draw a face-down Door card, which you may play or not. Then arrange cards and Kick Down The Door normally. If you Loot The Room, draw a face-down **Treasure**, not a Door.

You can also allow shared victories – if you reach Level 10 in a fight where you had a helper, the helper also wins the game, no matter what Level that player is.

GAME CONTENTS

168 Cards, 6 Oversized New Kid Cards, 6 Plastic Trackers, 1 Die, and these rules.

SET-UP

Three to six can play. Divide the cards into the Door and Treasure decks, as indicated by card backs. Shuffle both decks and deal four cards from each deck to every player. Also, deal one New Kid card at random to every player.

CARD MANAGEMENT

DOOR AND TREASURE DECKS: Place the Door and Treasure decks face down in the middle of the table. Keep separate face-up discard piles for the two decks. You may not look through the discards unless you play a card that allows you to do so!

CARDS IN PLAY: These are the cards on the table in front of you showing your Class (if any), Allies working with you, Turf you are hanging at, and the Items you are carrying, equipped or not. Persistent Curses and some other cards also stay on the table after you play them. All cards in play must be visible to other players.

YOUR HAND: Cards in your hand are not in play. They don't help you, but they can't be taken away except by cards that specifically affect "your hand." At the end of your turn, you may have no more than five cards in your hand (see **Charity**, p. 2).

Cards in play may not be returned to your hand – they must be discarded or traded if you want to get rid of them.

STARTING AND FINISHING THE GAME

Decide who goes first by any method of your choosing. We suggest whoever most recently watched an episode of South Park, but it's up to you.

Play proceeds in turns, each with several phases (see **Turn Phases**, p. 2). When the first player finishes their turn, the player to the left takes a turn, and so on.

The first player to reach Level 10 wins . . . but you must reach Level 10 by defeating a monster, unless a card specifically allows you to win another way.

CHARACTER CREATION

Each New Kid starts at Level 1. Look at your starting eight cards. If you have any Class cards (p. 2) you may (if you like) play one by placing it in front of you. If you have any usable Items (p. 3), Turfs (p. 2), or Ally cards (p. 2), you may play them by placing them in front of you. If you have any doubt about whether you should play a card, you could read on, or you could just go ahead and do it.

CONFLICTS BETWEEN CARDS AND RULES

This rule sheet gives the general rules. Many cards add special rules, so in most cases when the rules disagree with a card, follow the card. However, ignore any card effect that might seem to contradict one of the rules listed below unless the card explicitly says it supersedes that rule!

- Nothing can reduce a player below Level 1, although card effects might reduce a player's or a monster's combat strength below 1.
- You go up a level after combat only if you **defeat a monster**.
- You cannot collect rewards for defeating a monster (e.g., Treasure, levels) in the middle of a combat. You must finish the fight before gaining any rewards.
- You must **defeat a monster** to reach Level 10 and win, unless otherwise stated by a card. You cannot force another player to help you reach Level 10.

Any other disputes should be settled by loud arguments, with the owner of the game having the last word.

WHEN YOU MAY TAKE ACTIONS

AT ANY TIME:

- Discard a Class.
- Play a **Go Up a Level** or Ally.
- Play a Curse.

AT ANY TIME AS LONG AS YOU ARE NOT IN COMBAT:

- Trade an Item with another player (*the other player may not be in combat, either*).
- Change which Items you have equipped.
- Play a card that you have just received (*some cards may be played even during combat; see above*).

ON YOUR OWN TURN:

- Play a new Class (*at any time*).
- Sell Items for levels (*except when you are in combat*).
- Play an Item (*most Items cannot be played during combat, but some One-Shots can; see One-Shots, p. 3*).

TURN PHASES

Your turn begins as soon as the previous player's turn ends, and it is broken up into a number of phases. First, equip and arrange your cards the way you want, then go to phase 1 – Kick Down The Door.

1. **KICK DOWN THE DOOR:** Draw the top card from the Door deck and turn it face up. If it is a monster, you must fight it (see **Combat**, p. 3). If it is a Curse, it applies to you immediately and is discarded, unless it has a persistent effect or you keep the card as a reminder of an upcoming effect (see **Curses**, p. 5). If you draw any other card (Class, Turf, monster enhancer, etc.), you may either put it in your hand or play it immediately if you want to and it is legal to do so.

2. **LOOK FOR TROUBLE OR LOOT THE ROOM:** If you fought a monster in phase 1, skip this phase and go to phase 3. If you did NOT draw a monster when you Kicked Down The Door, you have two choices: either Look For Trouble or Loot The Room.

Look For Trouble: You may play a monster card **from your hand** and fight it, just as if you had found it by kicking down the door. Don't play a monster you can't handle, unless you think you can get some help (see **Asking for Help**, p. 4)!

Loot The Room: If you don't have a monster you want to fight, you draw a second card from the **Door** deck, face down, and place it in your hand. If it is a monster, you can save it for later, either to fight when you **Look For Trouble** or to join a combat by using a **Wandering Monster** card. If it is a Curse, save it to play on a player when the time is right! You can play a Class or Turf immediately, if you want, or save it in your hand for later.

3. **CHARITY:** If you have more than five cards in your hand, you must play enough cards to get you to five or below – for instance, you can play Curses, sell Items from your hand, or play Items to the table. If you cannot reduce your hand to five cards, or do not want to, you must give the excess cards to the player with the lowest Level. If other players are tied for lowest, divide the cards as evenly as possible, but it's up to you who gets the bigger set(s) of leftovers. If YOU are the lowest or tied for lowest, just discard the excess. As soon as you are finished with Charity the next player's turn begins.

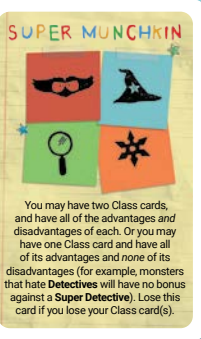
CHARACTER STATS

Your character, in addition to the New Kid card itself, is basically a collection of Allies, Turfs, weapons, Armor, and Items, and you have two key stats: Level and Class. For instance, you might describe your character as “**Level 6 Superhero hanging out at SoDaSoPa, armed with a Chinpoko Mon Doll and Jimmy's Crutches, wearing a Hall Monitor Sash accompanied by Eric Cartman.**”

LEVEL: When the rules or cards refer to your Level (capitalized), they mean this number. You gain a level when you defeat a monster, or when a card says you do. You can also sell Items to buy levels (see **Items**, p. 3). You lose a level when a card says you do. Your Level can never go below 1.

CLASS: Characters may be a **Superhero**, **RPG Player**, **Ninja**, or **Detective**. Each Class has special abilities, shown on the card. You gain the abilities of a Class the moment you play its card in front of you, and lose them as soon as you discard that card. Some Class abilities are powered by discards. Unless the card specifies, you may discard any of your cards, in play or in your hand, to power a Class ability. You can discard a Class card at any time, even in combat: “I don't want to be a **Superhero** anymore.” You may play a new Class card at any time on your own turn, or as soon as you get it if it's not your turn.

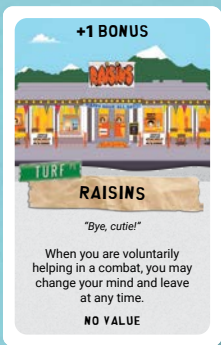
SUPER MUNCHKIN: You may not have more than one Class at once unless you play the **Super Munchkin** card. Like a Class card, a Super Munchkin card may be played whenever it is legal to play a Class, and as long as you have a Class card to attach it to. You cannot have more than one of the same Class in play at once. If you play **Super Munchkin** with one Class, you get all the advantages of being that Class (the ability to equip Class-only Items, monsters with penalties against that Class suffer those penalties) and none of the disadvantages (monsters do not get bonuses because of your Class). If the Class has an ability that has a cost, however, you must still pay it.



ALLY: You may have one Ally accompany your character. 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 choose to play a new Ally and discard the old one whenever you like as well, but you may not trade an Ally away to another player. Allies can be sacrificed to allow automatic escape for you from all monsters in a combat, by discarding the Ally instead of rolling to Run Away. If someone was helping you in combat, you can even decide whether or not your helper automatically escapes when you sacrifice an Ally. The choice is yours!

TURF: Turf is an Item and follows normal Item rules. Anything that affects an Item can affect a Turf. A Turf cannot be carried; it must be equipped if it is in play. Normally, no player can have more than one Turf. **Cheat!** cards and special powers allow a player to equip extra Turf cards.

Turf is always considered “Big,” but doesn't count against the number of Big Items you can carry. The Big designation on Turfs distinguishes which Curses affect them. If something makes you unable to use a Turf, you must first try to trade it or give it away as with any Big Item. If that does not work, you may discard it like any other Item card. Turf does not have a Gold Piece value and cannot be sold.



TREASURES

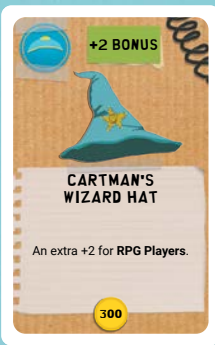
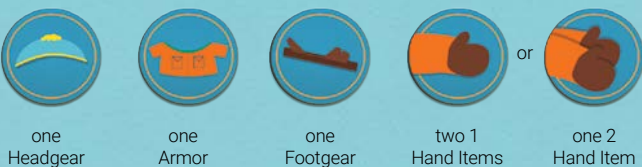
Treasure cards include both permanent and One-Shots, as well as some special cards not considered Items. Any Treasure card may be played as soon as you get it, or at any time on your own turn **except** during combat (unless the rules below or the card itself says otherwise).

ITEMS: Most Treasures are Items. All Items have a Gold Piece value.

All Items you have in play are considered “carried.” Items that are currently giving you a bonus or some other benefit are “equipped.” You should indicate Items that are not equipped by turning the cards sideways. You may not alter the status of your Items during a combat or while Running Away, so make sure you are happy with what you have equipped before entering combat.

Anyone can carry any Item, but there are limits to what you have equipped and are actively using. Some Items have icons to identify their types.

A character may **equip** only:



... unless you have a card that lets you ignore these limits, such as an Ally or **Cheat!**, or unless a card says otherwise. If you are carrying two Headgear cards, for example, you can equip only one of them at a time.

You cannot discard Item cards “just because.” You may sell Items for a level, trade Items with other players, or give an Item to another player who wants it (see below). You may discard Items to activate some special abilities. And a Curse or a monster's Bad Stuff (p. 4) may force you to get rid of something!

TRADING: You may trade Items (but no other cards) with other players. You may only trade Items from the table – not from your hand. You may trade at any time except when you or your trading partner are in combat – in fact, the best time to trade is when it's not your turn. Any Item you receive in a trade must remain in play.

You may also give Items away without a trade, to bribe other players – “I'll give you my **Wizard Staff** if you won't help in the fight against **Grandma Stotch.**” You may show your hand to others. Dunno why you'd want to, but whatever.

ONE-SHOTS: A Treasure card that says “Usable Once Only” is considered a One-Shot Item. Many of these are used during combat to strengthen the munchkins or the monsters. Some have other effects, however, so read the card carefully! Discard these cards as soon as the combat is over or their effect is resolved. One-Shots may be played directly from your hand. One-Shots that are Items may also be carried and played from the table, or sold for levels just like other Items.

OTHER TREASURES: Other Treasure cards (like **Go Up a Level** cards) are not Items. Most of these cards say when they can be played, and whether they stay in play or are discarded. **Go Up a Level** cards may be played on yourself or any other player at any time, even during combat. Discard them once they are played. Exception: You cannot play a **Go Up a Level** card to give a player the winning level, unless specifically noted otherwise!

SELLING ITEMS FOR LEVELS: At any point during your turn, except during combat or Running Away, you may discard Items worth a total of at least 1,000 Gold Pieces and immediately go up one level. If you sell Items worth 1,100 Gold Pieces total, you don't get change. But if you can manage 2,000 worth, you can go up two levels at once, and so on. You may sell Items from your hand as well as those you are carrying. **You may not sell Items to go to Level 10.**

BIG ITEMS: You may carry any number of small Items, but only one Big one. (Any Item not marked Big is considered small.) You may not discard one Big Item to play another; you must sell the first Item, trade it, lose it to a Curse or Bad Stuff, or discard it to power a Class ability.



If something lets you have more than one Big Item and you lose that Item or ability, you must either correct the problem immediately or get rid of all but one Big Item. If it's your turn and you're not in combat, you can sell the excess Big Items (as long as you have at least 1,000 Gold Pieces of Items to sell). Otherwise, you must give them to the lowest-Level player(s) who can carry them! If any Big Items are still left over, discard them.

COMBAT

A monster enters combat against you if you find it when you Kick Down The Door or play it from your hand to Look For Trouble.

To resolve combat, simply compare the monster's **combat strength** to yours. Your combat strength is equal to your Level plus any bonuses or penalties you receive from Class abilities, Items, Allies, and Curses. You and the other players may play One-Shots or use Class abilities to help or harm you in combat. Your combat strength can be negative, if you get hit by a Curse or suffer some other penalty. A monster's combat strength is its Level, plus or minus any modifiers it has from its powers or cards played on it. Some Door cards may also be played into a combat, such as monster enhancers (see following page).

If the monster's combat strength is equal to yours, or greater, you **lose the combat** and must Run Away (See **Running Away and Bad Stuff**, p. 4). If your combat strength is greater than the monster's, you **defeat it** and go up a level (two levels for some big monsters). You'll also get the number of Treasures shown on the monster card.

Sometimes a card will let you overcome a monster without defeating it. This is still “winning,” but you don't get a level. Unless the ability says otherwise, you don't get the Treasures, either. If the last monster is removed from a combat, the fight ends immediately.

If you defeat a monster (or monsters!), discard them and any other cards played, and claim your rewards. Note: someone may play a hostile card on you, or use a special power, just as you think you have won. When you are about to defeat a monster, you must wait a reasonable time, defined as about 2.6 seconds, for anyone else to speak up. After that, you have really defeated the monster, and you really get the level(s) and Treasures.

INTERFERING WITH COMBAT

You can interfere with others' combats in several ways, including:

USE A ONE-SHOT ITEM: You could help another player by using a One-Shot to strengthen their side. Of course, you can “accidentally” strengthen the monster with it, instead ...

PLAY A MONSTER ENHANCER: These cards (usually) make a monster stronger ... and give it more Treasure. You can play these either during your own combats or during someone else's combat.

ADD A MONSTER FROM YOUR HAND to join the combat, by using a **Wandering Monster** card or the special rules on some of the cards.

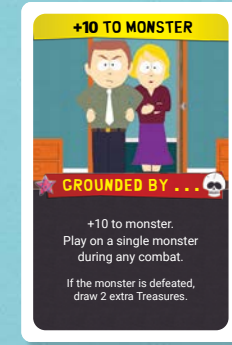
CURSE THEM: If you have a Curse card.

MONSTERS

If drawn face up, during the Kick Down The Door phase, monsters immediately attack the person who drew them.

If you get a monster card any other way, it goes into your hand and may be played during your own turn to Look For Trouble, or played with the **Wandering Monster** card to join another player's fight. (See **Fighting Multiple Monsters**, below.)

Each monster card is a single monster, even if the name on the card is plural.



MONSTER ENHANCERS: Certain cards, called monster enhancers, raise or lower the combat strength of individual monsters. (Penalties to monsters are still considered enhancers.) They also affect the number of Treasures a monster is worth. Monster enhancers may be played by any player during any combat. All enhancers on a single monster add together. If there are multiple monsters in a combat, the person who plays each enhancer must choose which monster it applies to.

FIGHTING MULTIPLE MONSTERS: Some cards (notably **Wandering Monster**) allow other monsters to join a combat. You must defeat their combined combat strengths in one fight to defeat them. Any special abilities, such as forcing you to fight with your Level only, apply to the entire fight. If you have the right cards, you can eliminate one monster from the combat and fight the other(s) normally, but you cannot choose to fight one and Run Away from another. If you eliminate one monster, but then run from the other(s), you don't get any levels or Treasure!

ASKING FOR HELP: If you cannot defeat a monster on your own, you may ask any other player to help you. If the first player refuses, you may ask another player, and so on, until they all turn you down or someone helps. Only one player can help you: add that player's combat strength to yours. **Anyone** can play cards to affect your combat, however! You'll probably have to bribe someone to help. You may offer your helper any Item(s) you are currently carrying, or any number of the Treasure cards the monster is worth. If you offer your

helper part of the monster's Treasure, you must agree which of you gets first pick. You may also offer to play any cards from your hand that you legally could, such as **Go Up a Level** cards, on your helper. The special abilities or weaknesses of the monster also apply to your helper, and vice versa. For instance, if you are a **Superhero** and an **RPG Player** helps you to fight **Liane Cartman**, the monster's combat strength is decreased by 4 for that fight since together you meet both of the conditions on the card. The bonus or penalty is not applied twice if the helper is the same Class as the current player.

If someone successfully helps you defeat the monster, discard it, draw Treasures (see **Rewards**, below), and follow any special instructions on the monster card. You level up for each monster defeated in combat. Your helper does not go up any levels. You draw the Treasure cards, even if it was your helper's special ability that defeated the monster, and distribute them according to the agreement you reached.

A few cards or abilities allow you to compel another player to help you in combat. These abilities **do not** work if you are fighting for the win – and if you force someone to help you and then the fight becomes one for the win, your helper gets to back out without penalty. However, if you **voluntarily** help someone, you don't get to back out just because they're about to win the game – so pay attention!

REWARDS: When you defeat a monster, you go up one level per monster, unless the monster card says otherwise. You also get all its Treasure! Sweet! Each monster has a Treasure number on the bottom of its card (marked with this icon). Draw that many Treasure cards, modified by any monster enhancers played on it, **face down** if you defeated the monster alone, but **face up**, so the whole party can see what you got, if someone helped you. Treasure cards can be played as soon as you get them, even if you are the helper.

If you defeat a monster through use of a card or special power, you do not get the level and might not get the Treasure, so be sure to check the card.

RUNNING AWAY AND BAD STUFF: If nobody will help you ... or if somebody tries to help, and others interfere so you still cannot win ... you must Run Away. You don't get any levels or Treasure. You don't even get to Loot The Room. And you don't always escape unharmed ...

To Run Away, you roll the die. You successfully Run Away on a 5 or more. Some Turfs, Class abilities, or Items make it easier or harder to Run Away from monsters. If you fail to Run Away from a monster, it does Bad Stuff to you, as described by its card. This may vary from losing an Item, to losing one or more levels, to Death (see p. 5).

If you must flee from multiple monsters, you roll separately to escape each one, in any order you choose, and suffer Bad Stuff from each as soon as you fail to Run Away from it.

If two players are cooperating and still can't defeat the monster(s), they must both Run Away. They roll separately, and each player chooses in what order to Run Away. The monster(s) CAN catch them both.

After resolving all Run Away rolls, discard the monster(s).

