

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



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/.

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.

MUNCHKIN

SOUTH PARK

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 by placing it in front of you. If you have any usable Items (p. 3), Turf (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.

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.

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.

In Memory of Andrew Hackard.

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Developed by USAopoly

Based on Steve Jackson's *Munchkin*

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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.

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.

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