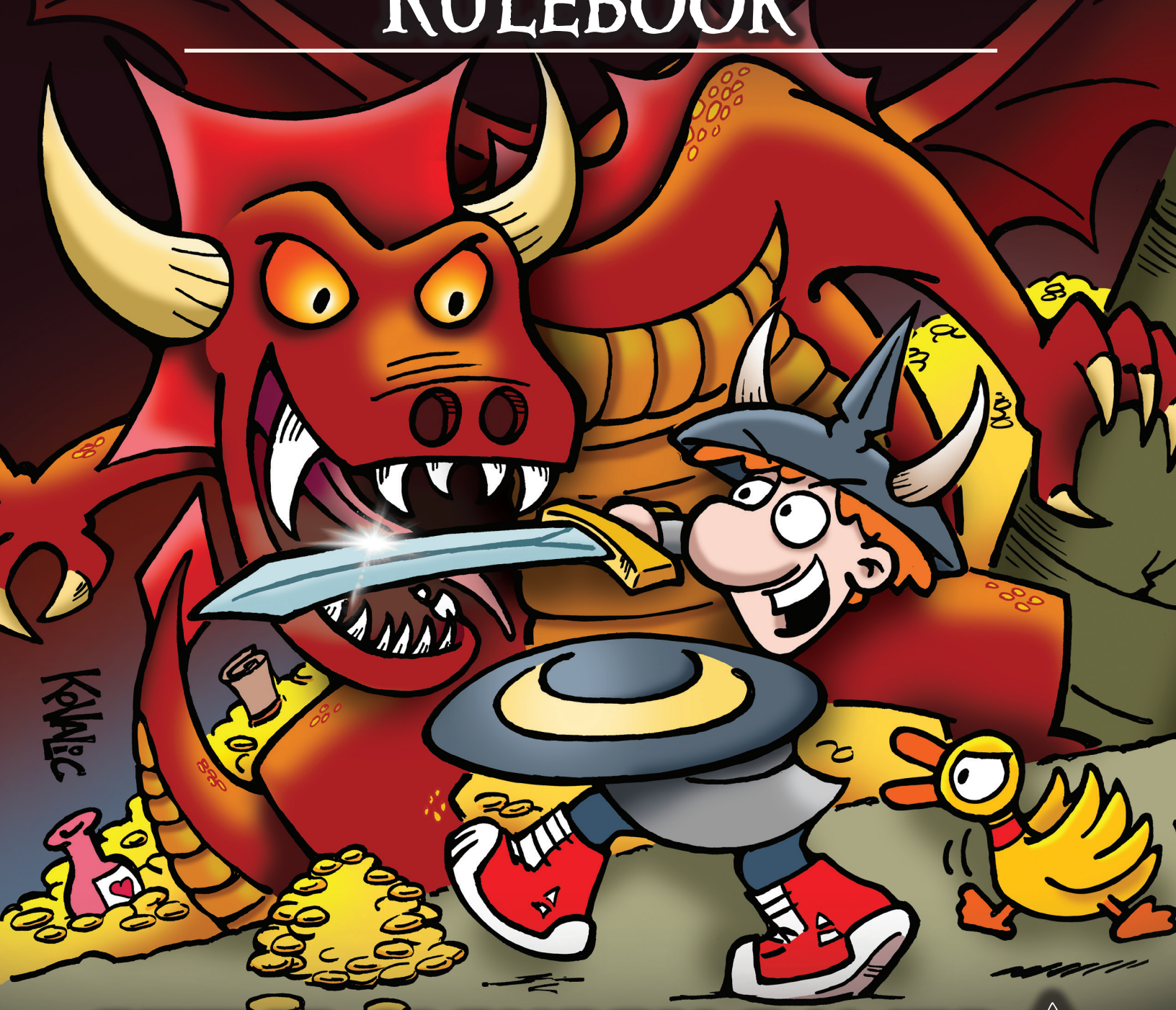


MUNCHKIN[®] BIG BOX

RULEBOOK



STEVE JACKSON GAMES



THIS SET INCLUDES

- 50 Brand New Cards!
- 100 Cards New to Fantasy *Munchkin*
- 168 Cards from the *Munchkin* Core Set
- 112 Cards from *Munchkin 2 – Unnatural Axe*
- 112 Cards from *Munchkin 3 – Clerical Errors*
- 40 Dungeon and 32 Portal cards from *Munchkin 6 – Double Dungeons*
- 30 Cards from *Munchkin Bosses*
- 30 Cards from *Munchkin Side Quests*
- 30 Cards from *Munchkin Side Quests 2*
- 20 *Munchkin* Promo Cards
- 45 Blank Cards of Various Sizes
- Redesigned Consolidated Rulebook
- 28 Card Dividers
- Gameboard
- Side Gameboard
- 12 Wooden Meeples
- 6 Custom Dice
- 2 Kill-O-Meters
- 5 Bookmarks
- Collector's Edition Spyke Enamel Pin
- *Munchkin* Sticker Sheet



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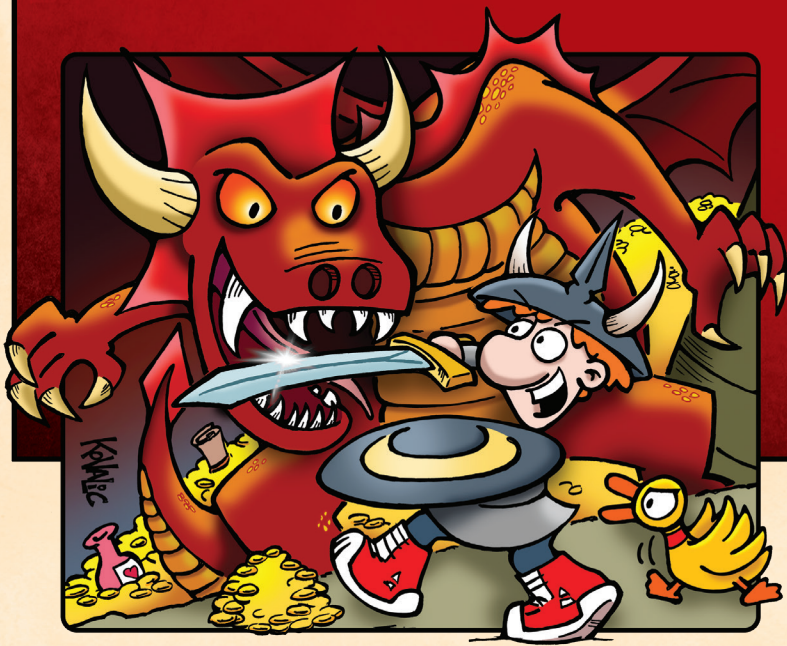
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*Our thanks to the playtesters, artists, and others who have contributed to **Munchkin** over the years are boundless. To the millions of munchkins who have played, told their friends, and suggested new cards since the first release of **Munchkin**: We love you too and you still scare us deeply.*

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munchkin.game

MUNCHKIN[®] BIG BOX



Munchkin brings you the essence of the dungeon-crawling experience . . . without all that messy roleplaying!



SETUP

Each player takes two meeples in the same color and chooses one to place on the space marked “1” on the gameboard. The other meeple goes in front of the player as a color reminder.

The numbered spaces on the board represent your Level (see p. 4). When your character goes up (or, ugh, down) in Level, move your colored meeple accordingly. You can never go below Level 1, and once you kill a monster to reach Level 10, you win! It’s perfectly fine for more than one player to be at the same Level.

Divide the cards into the Door deck and the Treasure deck. Shuffle both decks. Deal four cards from each deck to each player. Place the rest of the cards in the appropriate spaces on the gameboard.



CONFLICTS BETWEEN CARDS AND RULES!

This rulebook gives the general rules. Many cards add special rules, so in most cases when the rulebook disagrees 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!

1. Nothing can reduce a player below Level 1, although card effects might reduce a player’s or a monster’s combat strength (p. 7) below 1.
2. You go up a level after combat only if you kill a monster.
3. 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.
4. You must kill a monster to reach Level 10, and you cannot force another player to help you do it.

Any other disputes should be settled by loud arguments, with the owner of the game having the last word. You could also read the *Munchkin* FAQ and errata pages at munchkin.game, or start a discussion at forums.sjgames.com/munchkin . . . unless it’s more fun to argue.

If you are playing with Dungeons, shuffle the Portal cards into the Door deck and start the game with one Dungeon card turned face up. Pick one randomly, or just agree on one you like. Shuffle the rest of the Dungeons and place the rest of the cards in the appropriate space on the gameboard.

If you are playing with Bosses, shuffle the Boss deck and place it in the appropriate space on the gameboard.

If you are playing with Side Quests, shuffle the Side Quests deck and deal three face down 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.) Put the rest of the Side Quest cards in the appropriate space on the gameboard.



Card Management

Keep separate face up discard piles for each deck in the matching “Discard” space on the gameboards. You may not look through the discards unless you play a card that allows you to! When a deck runs out, reshuffle its discards.

In Play: These are the cards on the table in front of you, showing your Race and Class (if any) and the Items you are carrying. Continuing Curses and some other cards also stay on the table after you play them. Cards in play are public information and must be visible to the 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. 3).

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

Character Creation

Everyone starts as a Level 1 human with no Class. (Heh, heh.) **Munchkin** characters may be either male or female – your choice. Your character’s sex at the start of the game matches the meeple on the board. If you change your character’s sex, swap meeples.

WHEN YOU MAY TAKE ACTIONS

You may perform these actions at any time:

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

You may perform these actions 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).



You may perform these actions on your own turn:

- Play a new Class or Race card (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-Shot Items can; see p. 7).

Look at your initial eight cards. If you have any Race or Class cards, you may (if you like) play one of each type by placing it in front of you. If you have any usable Items (p. 6), 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 below, or you could just charge ahead and do it.

STARTING AND FINISHING THE GAME

Decide who goes first by rolling the dice and arguing about the results and the meaning of this sentence and whether the fact that a word seems to be missing any effect.

Play proceeds in turns, each with several phases (see below). When the first player finishes a 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 killing a monster, unless a card specifically allows you to win another way. If you are playing with Side Quests and Bosses, there are other ways to win.

TURN PHASES

Your turn begins as soon as the previous player's turn ends. When your cards are arranged the way you want, go to phase 1.

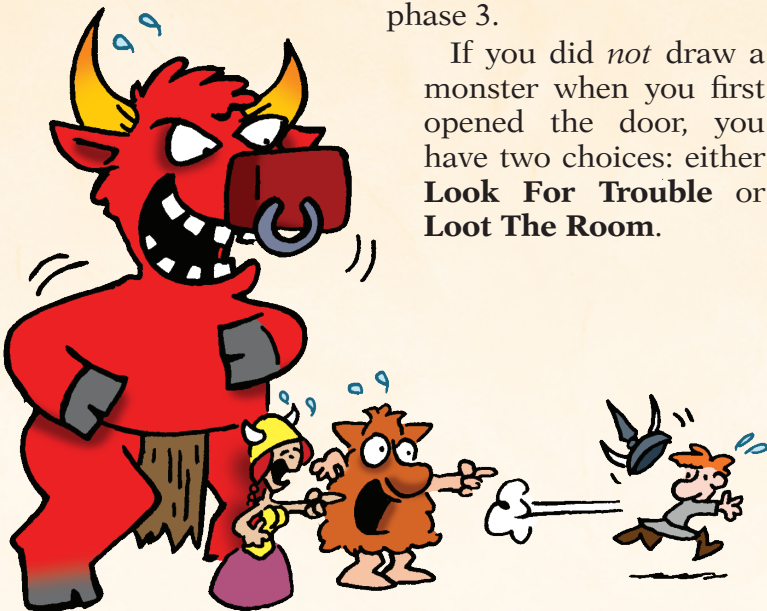
(1) Kick Down The Door: Draw one card from the Door deck and turn it face up.

If it's a monster, you must fight it. See *Combat*, p. 7. If the card is a Curse (see *Curses*, p. 11), it applies to you immediately (if it can) and is then discarded (unless it has a persistent effect or you keep the card as a reminder of an upcoming effect).

If you draw any other card, you may either put it in your hand or play it immediately.

(2) Look For Trouble/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 first opened the door, you have two choices: either **Look For Trouble** or **Loot The Room**.



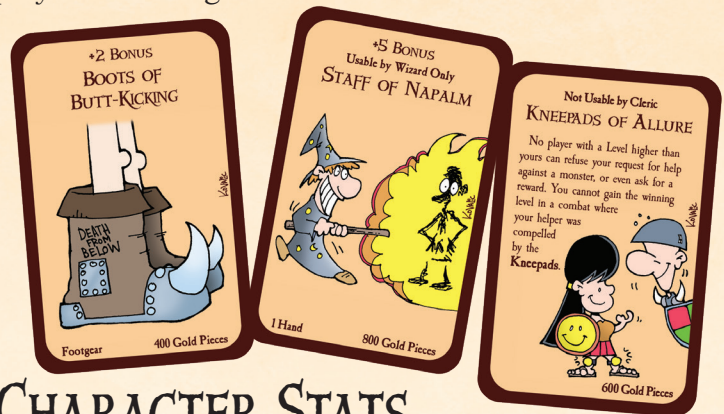
Look For Trouble: Play a monster *from your hand* and fight it, just as though you had found it when you kicked down the door. Don't play a monster you can't handle, unless you're sure you can count on getting help (see p. 9)!

Loot The Room: Draw a second card from the Door deck, face down, and place it in your hand.

(3) Charity: If you have more than five cards in your hand, you must play enough cards to get you to five or fewer – 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.

Side Quests do not count against your hand size for Charity.

As soon as you are finished with Charity, the next player's turn begins.



CHARACTER STATS

Each character is basically a collection of weapons, armor, and magic Items, with three stats: Level, Race, and Class. For instance, you might describe your character as “a Level 8 **Elf Wizard** with **Boots of Butt-Kicking**, a **Staff of Napalm**, and the **Kneepads of Allure**.”

COMBAT: BASIC RULES

When you fight a monster, you compare your **combat strength** (your Level plus any bonuses or penalties) against the monster's combat strength. If your combat strength is greater, you win! If it is tied or lower, the monster wins.

For the full explanation, see **Combat**, p. 7.

LEVEL COUNTERS: IT'S NOT CHEATING, IT'S USING THE RULES!

If you have an iOS or Android device, you'll like our Level Counter smartphone app. Just search for "**Munchkin** level counter" or click the link at levelcounter.sjgames.com. Even better, it gives you personal in-game advantages to make your friends jealous . . . which is what being a munchkin is all about!



Level: This is a measure of how generally mighty and menacing you are. When the rules or cards refer to your Level, capitalized, they mean this number.

You gain a level when you kill a monster, or when a card says that you do. You can also sell Items to buy levels (see *Items*, p. 6).

You lose a level when a card says you do. Your Level can never go below 1. However, your combat strength can be negative, if you get hit by a Curse or suffer some other kind of penalty.

Class: Characters may be **Warriors**, **Wizards**, **Thieves**, or **Clerics**. If you have no Class card in front of you, you have no class. Yeah, I know, we did that one already.

Each Class has special abilities, shown on the cards. 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. You may discard any card, in play or in your hand, to power a special ability.

See the Class cards for when abilities can be used. Note that a **Thief** cannot steal while the **Thief** or their target is fighting – and as soon as a monster is revealed, the fight is on!

You can discard a Class card at any time, even in combat: "I don't wanna be a **Wizard** anymore." When you discard a Class card, you become classless until you play another Class card.

You may not belong to more than one class at a time unless you play the **Super Munchkin** card.

Race: Characters may be humans, **Elves**, **Dwarves**, or **Halflings**. If you have no Race card in front of you, you are human.

Humans have no special abilities. The rules for Classes, above, also apply to Races.

You may not belong to more than one race at a time unless you play the **Half-Breed** card.

SUPER MUNCHKIN AND HALF-BREED

These cards may be played whenever it is legal to play a Class or Race, as long as you have an appropriate card (Class for **Super Munchkin**, Race for **Half-Breed**) to attach it to. You cannot have more than one of the same Class or Race card in play at once.

If you play **Super Munchkin** with a single Class, you get all the advantages of being that Class (the ability to equip Class-only Items, and monsters with penalties against that Class suffer those penalties) but none of the disadvantages (you may equip Items forbidden to that Class, and 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 – you aren't *that* Super!

If you play **Super Munchkin** while you have two Classes, you have all the normal advantages and disadvantages of both Classes.

All of the above is also true for **Half-Breed**, just for Races.



DUNGEONS

Dungeon cards are double-sized, both to give lots of room for art and text and to make *sure* you don't mix them into other decks. Using Dungeon cards is optional.

While a Dungeon card is in play, it affects *all* the players unless the Portal that sent you there (see below for Portals) says otherwise.

Some Dungeons will let you gain levels for entering, leaving, or doing certain things. These level increases cannot give you the winning level unless the card says they can.

When a Dungeon card is discarded, follow its instructions about reversing effects, discarding extra cards, and so on.

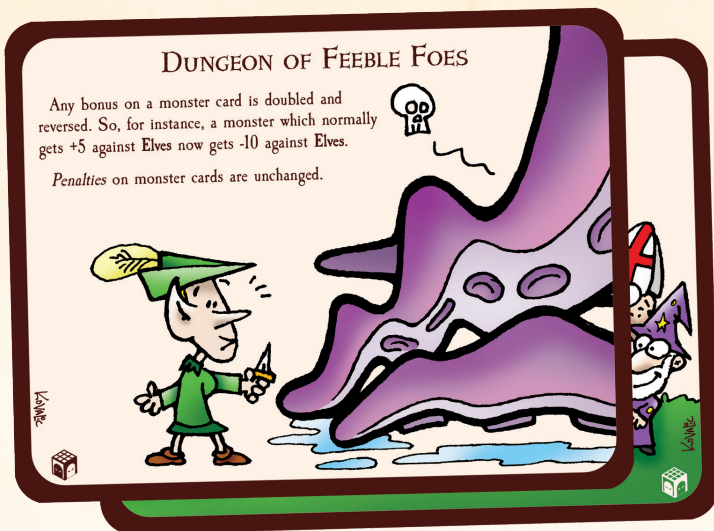
Yes, you can be in more than one Dungeon at the same time. All face up Dungeon cards are in play. Discarded Dungeons are placed face down beside the draw deck.

Contradictory Dungeons: If two Dungeons directly contradict each other, the last one played is the one that governs.

Special "Edge Case" note: When you leave one Dungeon and enter another, there is never a moment when you are in neither one. This means that if some special effect is legal in both Dungeons, but not in regular **Munchkin**, you do not lose it when you move from one Dungeon to the other.

(If you don't think it's necessary for us to make rules in advance for cases this weird, this must be your first game of **Munchkin**.)

Alternate Dungeon Rule: If you really like a particular Dungeon, play with it and leave out all the Portal cards . . . or make a house rule that, regardless of Portal cards, that "base dungeon" can never be removed.



CHANGING DUNGEONS WITHOUT A PORTAL

At any time during your own turn, you may discard four cards from your hand and "discover an exit." Draw a new Dungeon. You then have the option of discarding an existing Dungeon, but you don't have to.



PORTALS

Portals are Doors . . . very special Doors. When you draw a Portal face up, you must immediately follow its instructions. You may enter a new Dungeon, with or without leaving the old one . . . yes, you can find yourself in more than one Dungeon at the same time. After you follow the Portal's instructions, draw another face up Door.

When you draw a Portal face *down*, you have a choice:

(1) Turn it face up immediately and follow its instructions. After you follow the instructions, draw another face-down Door.

(2) Put it in your hand. You may play it later, but only if (a) it is your turn, (b) you are not in combat, and (c) you haven't already played a Portal on that turn. When you play it, follow its instructions and immediately draw a face-down Door.

Remember: When you play a Portal, you always draw another Door to replace it. If the original Portal was drawn face up, the replacement Door is face up. If the original Portal was face down, so is the replacement.

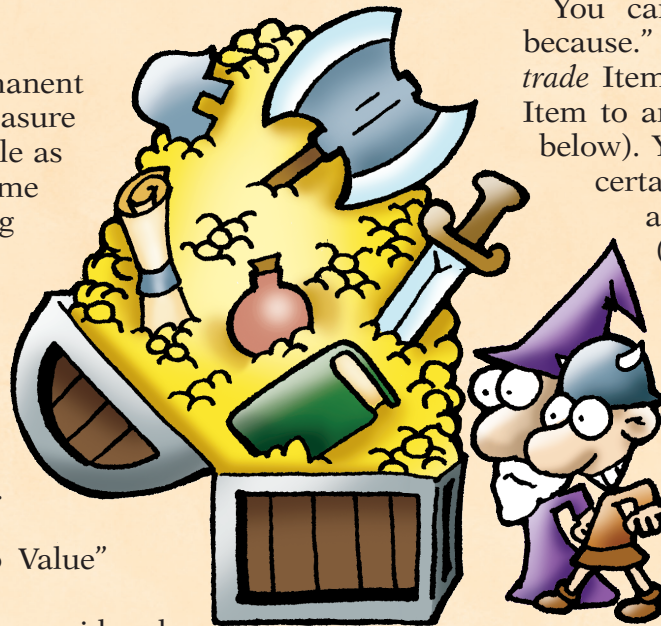
TREASURES

Treasure cards include permanent and “One-Shot” cards. Any Treasure card may be played to the table 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. Items have a Gold Piece value. (“No Value” is equivalent to zero Gold Pieces, and a “No Value” card is considered an Item.)

All Items you have in play are considered “carried.” Items that are actually giving you a bonus 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.



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 power certain Class and Race abilities. And a Curse or a monster’s Bad Stuff (see p. 10) may force you to get rid of something!

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 or Race ability.

If something lets you have more than one Big Item (for instance, the **Dwarf** race) 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.

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 **Flaming Armor** if you won’t help Bob fight that dragon!”

You may show your hand to others. Like we could stop you.

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. (“No Value” cards are the same as zero Gold Pieces.) If you discard (for instance) 1,100 Gold Pieces’ worth, 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.



Anyone can *carry* any Item (except for extra Big Items; see below), but you may *equip* only one Headgear, one suit of Armor, one pair of Footgear, and two “1-Hand” Items (or one “2-Hands” Item) . . . unless you have a card that lets you ignore these limits, such as **Cheat!** or **Hireling**, or if one of the cards says otherwise. If you are carrying two Headgear cards, for instance, you can equip only one of them at a time.

Likewise, some Items have restrictions: for instance, the **Mace of Sharpness** can only be wielded by a **Cleric**. Its bonus only counts for someone who is, at the moment, a **Cleric**.

“One-Shot” Treasures

A Treasure card that says “Usable once only” is a “One-Shot” Treasure. Most of these are used during combat to strengthen the munchkins or the monsters, and may be played from your hand or from the table. 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-Shot cards with a Gold Piece value may be 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. A couple of specific examples:

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!

Hireling may be played at any time, on any turn. You cannot give a **Hireling** an Item to carry while you are in combat, however.

COMBAT

To fight a monster, compare its combat strength to yours. Combat strength is the total of Level plus all modifiers – positive or negative – given by Items and other cards. If the monster’s combat strength is equal to yours, or greater, you lose the combat and must Run Away (see p. 10). If your combat strength totals more than the monster’s – note that monsters win ties! – you kill it and go up a level (two levels for some big monsters). You’ll also get the number of Treasures shown on its card.

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

Some monster cards have special powers that affect combat – a bonus against a particular Race or Class, for instance. Be sure to check these!

You and the other players may play One-Shot Treasures or use Class or Race abilities to help or harm you in your combat. Some Door cards may also be played into a combat, such as Monster Enhancers (see below).

Remember: while you are in combat, you cannot sell, equip, unequip, or trade Items, or play Treasures from your hand, unless these rules or the card says otherwise.

If you kill a monster (or monsters!), discard the monster(s) and any other cards played, and claim your rewards. But note: someone may play a hostile card on you, or use a special power, just as you think you have won. When you kill 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 killed the monster, and you really get the level(s) and Treasures, though they can still whine and argue.

USING THE KILL-O-METERS

As a game of *Munchkin* gets closer and closer to the end, many combats will explode with big numbers as potions, monster enhancers, and other bonuses keep the levels bouncing up and down!

Keeping those numbers in your head could also make your brain explode (which is messy), so we’ve included a couple of handy gadgets that that will remember the numbers for you. Whenever a combat gets complicated, grab the *Kill-O-Meters*. They can be read from either side, so keep one munchkin side up and flip the other to the monster side. Set the numbers for the current total on each side and adjust as needed each time a card hits the table for the monsters or the munchkins.



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 the monsters are 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.

INTERFERING WITH COMBAT

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

Use a One-Shot card. 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 the combat, either with a **Wandering Monster** card or by using the special Undead rule.

Backstab a player in combat, if you're a **Thief**.

Curse them, if you have a Curse card.

Exception: Anything that enhances a monster also enhances its **Mate** . . . if **Ancient**, **Enraged**, and **Mate** are played on a single monster, in any order, you are facing an **Ancient Enraged** monster and its **Ancient Enraged Mate**. Good luck . . .

Fighting Multiple Monsters

Some cards (such as **Wandering Monster**) allow your rivals to send other monsters to join the fight. You must defeat their *combined* combat strengths. 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 the other(s). If you eliminate one monster, but then run from the other(s), you don't get *any* levels or Treasure!

Undead Monsters

Several monsters in this set are tagged Undead. You may play any Undead monster from your hand into combat to help any other Undead, *without* using a **Wandering Monster** card. If you have a card that can be used to make a monster Undead, you may play it with a non-Undead monster to use this rule.



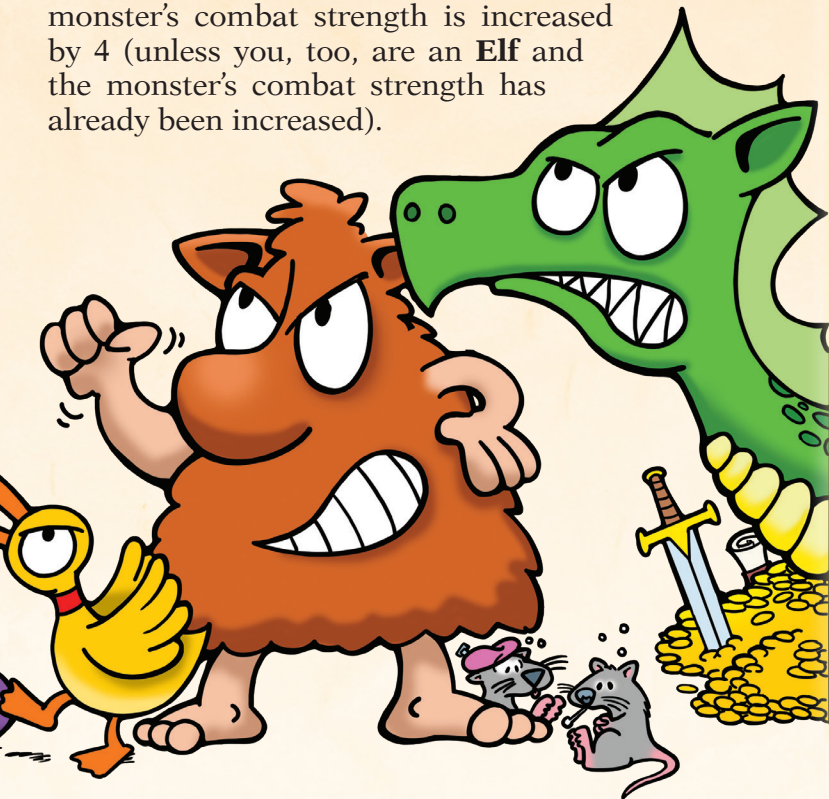
Asking For Help

If you cannot win a combat on your own, you may ask any other player to help you. If they refuse, you may ask another player, and so on, until they all turn you down or someone helps. Only one player can help you, adding their 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 has. If you offer part of the monster's Treasure, you must agree whether they pick first, or you pick first, or whatever. 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 vulnerabilities of the monster also apply to your helper, and vice versa. For instance, if a Warrior helps you, you will win if your combined total ties that of the monster, and the **Warrior** can Berserk and discard cards to add to their combat strength (but only once per combat, not once per monster). If you are facing the **Wannabe Vampire** and a **Cleric** helps you, they can chase it away automatically. But if you are facing the **Drizzling Slime** and an **Elf** helps you, the monster's combat strength is increased by 4 (unless you, too, are an **Elf** and the monster's combat strength has already been increased).



EXAMPLE OF COMBAT, WITH NUMBERS AND EVERYTHING

Aric is a 4th-Level Warrior with the Chainsaw of Bloody Dismemberment (which gives him a +3 to his combat strength). He kicks down the door and finds the Net Troll, a Level 10 monster. Aric's at a 7, the Net Troll is at a 10, so Aric is losing.

Aric: I was hoping to save this card . . .

He plays the Magic Missile, giving him +5 for this fight. Now his combat strength is 12, beating the Net Troll's 10.

Aric: Ha! Net Troll going down!

Suzan: Not so fast. Now he's Enraged.

Suzan plays Enraged, adding 5 to the Net Troll's combat strength. Now Aric is losing, 15 to 12.

Aric: Curses!

Suzan: Want some help? (Suzan is playing a Level 2 Elf with the Boots of Butt-Kicking, so her combat strength is 4. Combined with Aric's 12, they would have 16, enough to defeat the Net Troll's 15.)

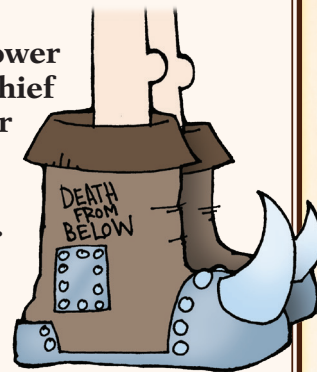
Aric: And give you a level? Not a chance! I'm Berserking.

Aric uses his Warrior power and discards three cards: Thief and a Wandering Monster from his hand, and Yuppie Water (usable only to help an Elf) from his carried Items. Each discard gives him +1 to his combat strength.

Suzan: Not the Yuppie Water! Noooo . . .

Aric: That's +3 to me, and now we're tied, 15 to 15. Because I'm a Warrior, I win ties . . . so I'm killing the Net Troll unless someone else plans to mess with me. Anyone?

No one says anything, so Aric goes up a level and claims the Net Troll's treasures - three from the Net Troll card, and one extra because it was Enraged. And the game goes on . . .



If someone successfully helps you kill the monster, discard it, draw Treasures (see *Rewards*, below), and follow any special instructions on the monster card. You level up for each slain monster. Your helper does not go up any levels . . . unless the helper is an **Elf**, in which case they gain one level for each monster slain. 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 kill a monster, you get one level per monster (unless the monster card says something else), and you get its Treasure! Each monster has a Treasure number on the bottom of its card. Draw that many Treasures, modified by any Monster Enhancers played on it. Draw *face down* if you killed the monster alone. Draw *face up*, so the whole party can see what you got, if someone helped you.

If you defeat a monster by nonlethal means, you do not get a level and you may or may not get the Treasure, depending on the method.

Treasure cards can be played as soon as you get them, even if you are the helper.

Running Away

If nobody will help you – or if somebody tries to help, and your fellow party members interfere so the two of 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 . . .

Roll the die. You escape on a 5 or more. Some Class and Race abilities and some Treasures might make it easier or harder to Run Away from all monsters. And some monsters give you a bonus or penalty to your roll for that monster only.

If you fail to Run Away from a monster, it does Bad Stuff to you, as described on its card. This may vary from losing an Item, to losing one or more levels, to *Death* (see below).

If you are fleeing from multiple monsters, you roll separately to escape each one, in any order you choose, and suffer Bad Stuff from each one that catches you as soon as it catches you.

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.

Once you have resolved all Run Away rolls, discard the monster(s).

DEATH

If you die, you lose all your stuff. You keep your Class(es), Race(s), and Level (and any Curses that were affecting you when you died) – your new character will look just like your old one. If you have **Half-Breed** or **Super Munchkin**, keep those as well.



Once you have died, you don't have to Run Away from any remaining monsters.

Looting The Body: Lay out your hand beside the cards you had in play (making sure not to include the cards mentioned above). If you have an Item carried by a **Hireling** or 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 the die. Once everyone gets one card, discard the rest. If your corpse runs out of cards, tough. Looted cards go into players' hands.

Dead characters cannot receive cards for any reason, not even Charity, and cannot level up or win the game.

When the next player begins their turn, your new character appears and can help others in combat with your Level and Class or Race abilities . . . but you have no cards, unless you receive Charity or gifts from other players.

On *your* next turn, start by drawing four face-down cards from each deck and playing 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, Curse cards apply to the person who drew them.

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. *Any* time, do you hear me? Reducing someone's abilities just as they think they've killed a monster is a lot of fun.

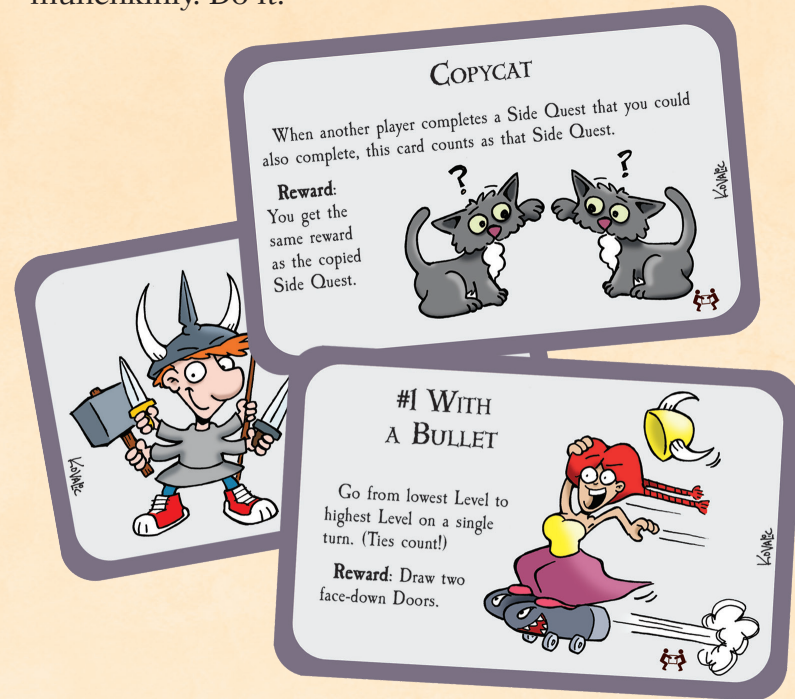
Usually, a Curse affects its victim immediately (if it can) and is then discarded. However, some Curses give a penalty later in the game or have a continuing effect. Keep these cards until you get rid of the Curse or the penalty takes effect. (Curse cards you keep as a reminder may not be discarded to power Class or Race 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 lost or Cursed.

If a Curse applies to something you don't have, ignore it. For instance, if you draw **Lose Your Armor** and you have no 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 them Treasure. This is very munchkinly. Do it.



SIDE QUESTS

Using Side Quest cards is optional. They 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 Quests 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. (Unless your Side Quest is **Untimely Demise**, in which case, claim it and then discard the others.) 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 during 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 **Overpowered** in a game without Powers.)

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.

BOSSSES

Using Boss cards is optional. They are neither Doors nor Treasures and can't be added to your hands or examined by effects that let you search through the decks or discards.



Fighting the Bosses

At any point during the game, instead of Kicking Down the Door, you may declare that you want to fight a Boss. If you are using the Listening at the Door “faster play” rule, do this as the very first act on your turn, as usual.

When you call for a Boss fight, turn over the top card of the Boss deck. You cannot receive a Boss from the discards unless a Boss card itself says to do so. Most of the Boss cards are special Monster Enhancers. These cards have both a Level modifier and a minimum Level. A few have other effects; follow those directions.

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 heights – or lows:

Combining different Munchkin sets. You can mix two (or more) base sets and expansions together for a genre-crossing mega-*Munchkin* adventure! Cthulhu plus zombies? Steampunk apocalypse? No problem!

Expansions. These add still more monsters to kill, 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**.

All of the above!!!

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 a player reaches Level 10 in a fight where you are the helper, you also win the game, no matter what Level you are.

Once you have resolved the effects of the Boss card, turn over cards from the Door deck until you encounter a monster, discarding all the non-monster cards as you go. (Effects that let you draw from the Door discards only work if the top discard is a monster. Effects that let you “preview” the Door deck work as normal, but if only one of the cards you find is a monster, you must take that card.)

Figure out the monster's Level including any non-Boss modifiers as normal, then add the base Boss modifier to the monster's Level. If the total doesn't reach the Boss's minimum Level, use the minimum instead. Apply any other bonuses or penalties, including those on the Boss card itself, to the modified Level.

Special Boss Fight Rules:

- Once a Boss fight begins, nothing ends it until one side or the other wins. No cards or other abilities will dismiss the Boss, move it to another player, and so on. Other monsters in the same fight are not Bosses (not even if the Boss has a **Mate!**) and may be affected as in any other monster fight.
- A monster that says it will not fight you ignores that instruction when it is a Boss – Bosses always fight!
- A Boss is not vulnerable to “automatic kill” conditions . . . you have to take it down the hard way!
- You must fight the Boss alone and you cannot be forced to accept a helper. On the other hand, you can’t fight a Boss if you’re suffering from a Curse or Bad Stuff that forces you to ask for help; you have to get rid of that effect first.

- If you kill the Boss, you win the game immediately!
- On the other hand, if you cannot kill the Boss, you have proved your inferiority. Instead of rolling to Run Away from the Boss, lose a level automatically. You don’t lose a level if you are already the lowest Level or tied for lowest, because you’re suffering enough. If there are other monsters in the fight, Run Away from them normally after dealing with the Boss.

In the unlikely event that you run out of Boss cards in the Boss deck, shuffle the discards to create a new Boss deck.



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 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.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 – but if you don’t have a local store, we’ll be happy to sell them directly to you at warehouse23.com. Warehouse 23

also includes our PDF store, with free *Munchkin* accessories and rules.

Use #PlayMunchkin on social media to get our attention!

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

Instagram. Check out @stevejacksongames, where we post lots of pictures of new *Munchkin* stuff.

TikTok. Find us @stevejacksongames to watch clips of *Munchkin* and other games.

For more information about this *Munchkin* game, go to munchkin.game/products/games/munchkin-big-box.

The icon for this set is

TURN PHASES

Your turn begins as soon as the previous player's turn ends. When your cards are arranged the way you want, go to phase 1.

(1) Kick Down The Door: Draw one card from the Door deck and turn it face up.

If it's a monster, you must fight it. See *Combat*, p. 7. If the card is a Curse (see *Curses*, p. 11), it applies to you immediately (if it can) and is then discarded (unless it has a persistent effect or you keep the card as a reminder of an upcoming effect).

If you draw any other card, you may either put it in your hand or play it immediately.

(2) Look For Trouble/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 first opened the door, you have two choices: either **Look For Trouble** or **Loot The Room**.

Look For Trouble: Play a monster from your hand and fight it, just as though you had found it when you kicked down the door. Don't play a monster you can't handle, unless you're sure you can count on getting help (see p. 9)!

Loot The Room: Draw a second card from the Door deck, face down, and place it in your hand.

(3) Charity: If you have more than five cards in your hand, you must play enough cards to get you to five or fewer – for instance, you can play Curses, sell

WHEN YOU MAY TAKE ACTIONS

You may perform these actions at any time:

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

You may perform these actions 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).

You may perform these actions on your own turn:

- Play a new Class or Race card (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-Shot Items can; see p. 7).



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.

Side Quests do not count against your hand size for Charity.

As soon as you are finished with Charity, the next player's turn begins.



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