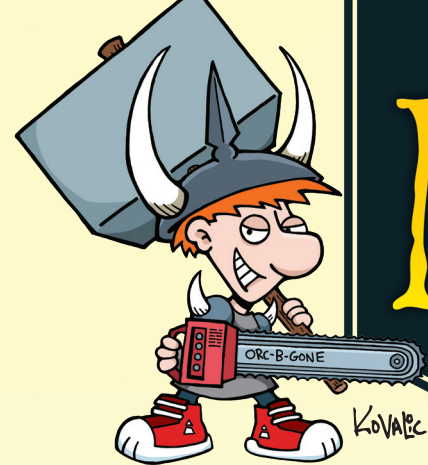




MUNCHKIN[®]

SECOND EDITION



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

This game includes 150 game cards, 6 double-sized reference cards, a six-sided die, a gameboard, 12 colored standies to keep track of your level on the board, a bunch of coins, and these rules. There is also an *Upgrade Guide* for those who want to play First Edition cards with these rules.

Three to six can play (we think five is the best number).

Welcome to the Second Edition!

Munchkin has been out for more than 25 years, and here we are, finally, with a new edition. For Steve's notes about the changes, see page 11. The **BIG** thing to know: It's backwards compatible. Don't throw away your old cards!

Now let's get back to the rules . . .



SETUP

- (1) Put the board on the table. Each player picks a color, and takes a standie and the reference card of that color. Put all the standies on the board at Level 1.
- (2) Go through the cards and find the seven Doors and 14 Treasures with stars in the upper left. Shuffle them separately, and deal one Door and two Treasures to each player, face up, to create their starting characters. Return the leftovers to the main card pile. (For the rest of the game, those stars have no effect. They are only for setup.)
- (3) Note that you do *not* have a "starting hand." As you progress in the game, you'll collect cards, but when you walk into the dungeon, you have nothing except your two starting Treasures.
- (4) Divide the remaining cards into the Doors and the Treasures. Shuffle each deck and put it in the marked space on the board.
- (5) Give each player five 100-Gold-Piece coins. Put the rest beside the board – maybe one pile on each side.

CARD MANAGEMENT

Keep separate face-up discard piles for the two decks. There are spaces on the board for each pile. You may not look through the discards unless you play a card that allows you to! At the moment that a deck runs out, reshuffle its discards.

In Play: These are the cards on the table in front of you, showing your Roles (Race and Class), if you have any, and the Items you are carrying. Continuing Curses also stay on the table after you play them. So do any other cards that say they have ongoing effects. Cards in play are public information and must be visible to the other players.



Attached: Some cards can be "attached" to another card in play. When you attach a card, place it beneath the card you are attaching it to, with enough of the attached card showing to clearly identify it. If an Item or **Hireling** with an attached card is lost (stolen, traded, discarded, etc.), the cards stay together. If you lose a Role with an attached card, discard the attached card.

Your Hand: Cards in your hand are not in play and are not public information. 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 are never returned to your hand – they must be discarded, sold, or traded if you want to get rid of them.

STEVE JACKSON GAMES



Conflicts Between Cards and Rules

This sheet gives the general rules. Many cards add special rules. In most cases, when the rulesheet disagrees with a card, follow the card. **But!** 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 (i.e., Treasure, coins, levels) if you defeat one monster but others remain. You must deal with all the monsters before gaining any rewards.
4. You must *kill* a monster to reach Level 10 and win, and you cannot force another player to help you in that combat.

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.



WINNING THE GAME

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. And you cannot use a card or ability that forces another player to help you win.

Sharing Victory: If you are going for Level 10, you may ask any one player to help you (see **Asking for Help** on p. 9). If you win the combat together, your helper shares the win, regardless of their level (or their Role, or anything else).

If you fail, of course, you must *each* try to Run Away, with the Bad Stuff breathing down your necks.

You are never *required* to invite a helper when going for the win. If you think you can do it alone, go for it!

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) Listen at The Door:

Take one coin (100 Gold Pieces).

Draw one card from either the Door or Treasure deck, face *down*, and put it in your hand. You may play it in front of you immediately if it is an Item, or if it is a "play at any time" card (see box).



DEALING WITH TIES

Any time you have to deal with a tie between players – for instance, when a card refers to the player with the lowest level and two players are tied for lowest – roll the die. Any card that can affect a die roll can be used on this roll.



CHARACTER CREATION

Your initial three cards define your character at the start of the game. You will have a Race or Class (but not both) and two Items.

STARTING AND FINISHING THE GAME

Decide who goes first by rolling the die 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 four phases (see your reference card or below). When the first player finishes a turn, the player to the left takes their turn, and so on.

When You May Take Actions

At any time, you may:

- Discard a Role from play.
- Play a Go Up a Level or **Hireling**.
- Play a Curse.



At any time you are not in combat, you may:

- Trade Items or coins with another player (the other player may not be in combat, either).
- Change which Items you have equipped from among those already in play.
- Play a card that you have just received, even if normally you would have to wait for your own turn.

On your own turn *only*, you may:

- Play a Role and/or **Super Munchkin**.
- Sell Items for coins (except when you are in combat).
- Buy levels with coins (again, except when you are in combat).
- Play an Item from your hand (most Items cannot be played during combat, but many One-Shot Items can; see p. 6).
- Try to steal an Item if you are a **Thief**.

(3) Look For Trouble/Loot The Room:

If you did *not* draw a monster when you first Kicked Down The Door, you have two choices: either **Look For Trouble** or **Loot The Room**.

If you fought a monster in phase 2, skip this phase and go to phase 4.

(3a) Look For Trouble: Play one 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)!

OR . . .

(3b) Loot The Room: Draw a card from the *Treasure* deck, face *down*, and place it in your hand (or use it immediately if you wish). Or, if you prefer, roll the die and take that many hundred Gold Pieces.

(4) 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.

Combat: Basic Rules

When you fight a monster, 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. Unless you are a **Warrior**!

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

(2) Kick Down The Door:

Draw one card from the Door deck and turn it face *up*.

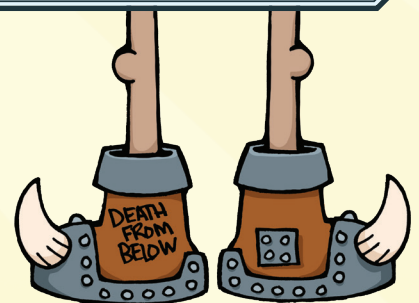
If it's a monster, you must fight it! See **Combat**, p. 7. After fighting (win or lose), skip to phase 4.

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.

CHARACTERS

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**.”



LEVEL

This is a measure of how generally mighty and menacing you are. Any reference to your level means this number. Show your level by moving your standie on the board.

You gain a level when you kill a monster, or when a card says that you go up.

On your turn, you can spend 1,000 Gold Pieces to buy a level (see **Coins**, p. 7). You may do this more than once if you have the gold!

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.

Leveling Up

You can earn any level but Level 10 by:

- Killing a monster (this could give more than one level, depending on the monster and other cards played during combat)
- Spending 1,000 Gold Pieces
- Using a Go Up a Level card
- Being an **Elf** and helping to win a combat
- Because some card says so

You can reach Level 10 only by:

- Killing a monster that gives enough levels to get you to 10
- Because some card says so

ROLES

A “Role” is a card that gives you special powers. There are two types of Roles in this set: Race and Class. (Other **Munchkin** sets will add other types of Roles. Hide and watch!)

You will start with a single Role. You may play a Role card whenever you first get it, or on your own turn (except during combat). You can discard a Role card at any time, even in combat: “I don’t wanna be a **Wizard** any more!”

You may have one Role of each type, so you can be, for instance, an **Elf Wizard**. You cannot have more than one Role of the same type, unless you are a **Super Munchkin** (see below).

Classes: Characters may be **Warriors**, **Wizards**, **Thieves**, or **Clerics**. If you have no Class card in front of you, you have no Class. (Sorry, that line never gets old.)

Races: Characters may be Humans, **Elves**, **Dwarves**, or **Halflings**. There is no card for “Human” – if you have no Race card in front of you, you are Human. Humans have no special powers.

Class cards have a book icon at the bottom, and the words “Role: Class.” Race cards have a meeple icon at the bottom and the words “Role: Race.”



SUPER MUNCHKIN

You cannot normally have more than one Role of each type, but **Super Munchkin** can break that rule.

This card may be played whenever it is legal to play a Role, as long as you have at least one Role in play. Play **Super Munchkin** by attaching it to a Role card that you have in play (or just played).

If you have only one Role of a type and play **Super Munchkin** with it, you get all the advantages of that Role (the ability to equip Role-only Items; monsters with penalties against that Role suffer those penalties) but none of the disadvantages (you may still equip Items forbidden to that Role, and monsters do not get *bonuses* because of your Role). If the Role has an ability that has a cost, however, you must still pay it – you aren’t *that* Super!

But you may now play a second Role of the same type. You have both Roles, with all the normal advantages and disadvantages of *both* Roles. Thus, you can be a **Warrior-Wizard**, or a half-Elf, half-Dwarf.



A **Super Munchkin** can even have *more* than two Roles of the same type. Want to be half-**Elf**, half-**Dwarf**, and half-**Halfling**? Ignore the math. With **Super Munchkin**, it's legal if you can get the right cards!

There is no point in using **Super Munchkin** to get two copies of the same Role.

If you discard the attached Role card, your **Super Munchkin** card goes with it.

Yes, you can absolutely have two **Super Munchkin** cards, using one for Race and one for Class.

Level Counter: 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!

TREASURES

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. Items have a bag with a Gold Piece value (or a zero) on the card.



All Items you have in play are "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.



Anyone can *carry* any Item (except for extra Big Items; see below), but you may *equip* only:

- One Headgear
- One suit of Armor
- One set of Footgear
- Two "1-Hand" Items (or a single "2-Hands" Item)



If you are carrying two Headgear cards, for instance, you can equip only one of them at a time. Unless, of course, you have a card that lets you get around these limits, such as **Hireling** or **Cheat!**, or unless one of the cards says otherwise.

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**.



You cannot discard Item cards "just because." You may *sell* Items for coins, *trade* Items with other players, or *give* an Item to another player who wants it (see below). You may discard cards to power certain Role abilities. And a Curse or a monster's Bad Stuff (see **Running Away**, 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, give it away, lose it to a Curse or Bad Stuff, or discard it to power a Role ability.

BIG

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. 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.



Coins may be included in a trade.

You may also give coins or Items away without any payment, 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: At any point during your turn except during combat or Running Away, you may discard Items and immediately take their value in Gold Pieces. You may sell Items from your hand as well as those you are carrying.

“ONE-SHOT” CARDS

A card with the trash-can icon is a “One-Shot” card. Discard it after use.



Many 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 Items with a Gold Piece value may be sold for coins, just like other Items.



OTHER TREASURES

Some 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.

Parental Guidance

Munchkin aims for a G rating, or at least what G used to mean. There are jokes that are intended for the adults and not the kids, but (in theory) the kids won’t even realize they are there.

Your mileage may vary!

We listened to your feedback before creating this new edition, and we think you’ll like it even better. But if you’re a parent introducing a new game to your children, it’s a very good idea to *first* read through things yourself. Please! That goes for every game, not just this one. But with **Munchkin** . . . if you see a card that you don’t want to explain to the kids, just take it out! We promise you: Losing one card (or two, or three) isn’t going to break the game, unless you take out all the Classes or something.

COINS

A “100” coin represents 100 Gold Pieces, and so on. You start with 500 GP, and get more in various ways:

- You get 100 GP at the start of each turn when you Listen at The Door.
- When you kill a monster and get Treasures, you also get coins as shown in the bag icon on the card.
- Some cards give you coins.
- Other players can give you coins.
- If you sell an Item (see p. 5), you get its value in Gold Pieces.

Coins may be used in three ways:

- As player bribes. You may give coins to any player at any time (except in combat!) for any reason. If you are legally trading Items with another player, coins may be part of the deal. It’s up to you.
- To buy a level. You may buy any level except the winning level for 1,000 Gold Pieces.
- For weird stuff as shown on specific cards, like the **Cleric** ability.
- If you happen to run out of coins, make some counterfeits.

COMBAT

To fight a monster, compare its *combat strength* to your own combat strength. Combat strength is the total of level plus all modifiers – positive or negative – given by Items and other cards. If your combat strength totals more than the monster’s, you *kill it* and go up a level (two levels for some big monsters). You’ll also get the number of Treasures and coins shown on its card.

But if the monster’s combat strength is more than yours, you *lose the combat* and must Run Away (see p. 10).

Note that *monsters win ties*, except against **Warriors**!



Sometimes a card will get rid of a monster without killing it. The monster is still “defeated,” but it is not killed. The winner does not get a level. The winner might not get the Treasures, either – read the card! 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 Role, for instance. Be sure to check these!



You and the other players may play One-Shot cards or use Role 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 loot, though they can still whine and argue.

MONSTERS

A monster card shows the name of the monster and its level at the top. At the bottom, it shows the rewards you get if you kill it, like this: 1 level, 200 Gold Pieces, and 3 Treasures.



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. It may be played during your own turn to “Look For Trouble,” or added to a fight on any player’s turn. (See **Fighting Multiple Monsters**, below.)

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

MONSTER ENHANCERS

Some 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.

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 . . .



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 someone else’s.

Use a **Wandering Monster** card to add a monster to the combat.

Curse them, if you have a **Curse** card.

FIGHTING MULTIPLE MONSTERS

There are multiple ways to add monsters to a combat. Usually you will do this to make a fight harder for one of your opponents. But you *might* do it if you are the one in combat. It’s legal.

The player(s) in combat must beat the monsters’ *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 remove 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 remove one monster, but then run from the other(s), you don’t get *any* levels or loot!

Hordes: The Undead

A set of monsters that help each other is called a Horde. The Horde name is below the monster name, and there is an icon for that Horde in the top right corner of the card.

Any time a Horde member is in combat, anyone may play any other member of the same Horde to join it.



Most of the Horde monsters in this set are tagged “Undead” (their icon is a skull). If there is an Undead monster in the combat, anyone may play any other Undead monster to help it. There is also a card that will turn any monster Undead . . .

Supplements will add other Hordes, including more Dragons (there is just one in this set) and the dreaded Santa monsters!

A monster can belong to more than one Horde, but that is unusual (and there are none in this set).

ASKING FOR HELP

At any time that you are losing a combat, you may ask one 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!

Only an **Elf** is likely to help you for free, because they get a level if you win!

You may offer your helper any coins or Item(s) you are currently carrying, or any number of the Treasure cards or coins that the monster gives if defeated. A helper might even insist on getting some of the payment in advance, win or lose!

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, on your helper.

If you make a deal, you must follow it to the letter!

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 Combat Strength 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 **Drooling 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).



If someone successfully helps you kill the monster, it is discarded normally. Take coins and 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.

Example of Combat, With Numbers and Everything

Aric is a Level 4 Human Warrior with the **Bad-Ass Bandana** (which gives +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: Well, I guess I'll have to NUKE him!

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! Monster going down!

Suzan: Not so fast. He's really unhappy with you.

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



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 monster's 15.)

Aric: And give you a level? Not a chance! First, I'm hiring some help.

Aric plays a **Hireling** – one of the few cards that can be played at absolutely any time. That gives him a +1. Which is not enough, but . . .

Aric: And now I'm Berserking!

Aric uses his **Warrior** power and discards a card from his carried Items. The discard gives him +2 to his combat strength.

Aric: That's another +2 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 as shown on its card, and one extra because it was **Enraged**. He also takes coins equaling 300 Gold Pieces, as shown on its card. And the game goes on . . .

The Treasure you draw will be face up if someone helped you in the combat. (If you won by yourself, it is face down – nobody else can see what you got.)

A few cards or abilities let you force 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 may 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 immediately get one level per monster, unless the monster card says you get *two*.

After you level up, you get its Treasure! The bottom of each monster card shows how many Treasures and how many coins it has.

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 any loot, depending on the card you used.



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 Role 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 dying (see **You Are Dead!** below).

If the Bad Stuff applies to something you don't have, ignore it. For instance, if a monster “steals the Armor you are wearing” and you have no Armor, nothing happens. You escape from that monster even though you didn't roll high enough.

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).

Note that if you *die*, you don't have to Run Away from any remaining monsters!

YOU ARE DEAD!

Some cards have “You are dead,” or the equivalent, as the Bad Stuff. Dying is inconvenient, but temporary.

If you die, you keep your Role(s) and level (and any Curses that were affecting you when you died) – so your new character will look just like your old one. If you have **Super Munchkin**, keep that as well. But you will lose everything else!

Discard your hand.

Looting The Body: Lay out your Items (and any cards attached to Items, *except Cheat*). In order of levels, highest first, each of your opponents chooses one Item. Looted Items go into players' hands but may be played immediately.

Once everyone gets one card, discard the rest. If your corpse runs out of cards, tough!



Your coins are divided evenly among all the other players. Any remainder is discarded.

Coming Back To Life: During the moment that you are dead, you cannot level up or win the game.

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

On *your* next turn, start by drawing two face-down cards from each deck and playing any Items or other legal cards that you want to. Then take your turn normally.



CURSES

If drawn face up during the **Kick Down The Door** phase, Curse cards apply to the one who drew them.

If acquired some other way, such as by **Listening at The Door**, 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 Role abilities. Nice try!)

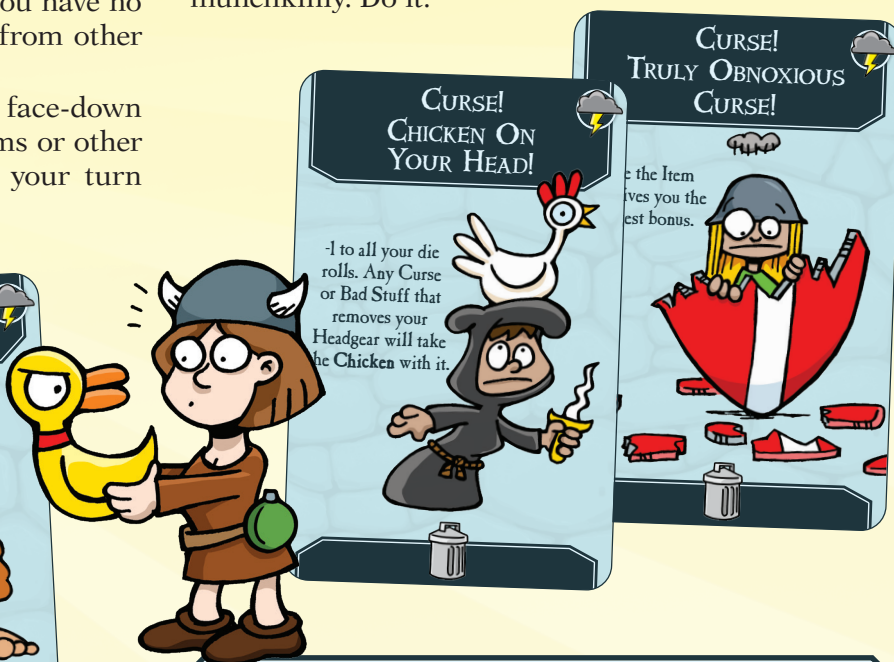
Note: If someone plays a “your next combat” Curse on you while you are in combat, it counts in that combat! The same is true for a “your next turn” Curse played during your turn.

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 the Armor you are

wearing” 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.



Notes from the Designer

Welcome to the second edition of *Munchkin*. I think that only one new edition in 25 years is pretty good. But it was time!

Goals for the updated rules included:

- Faster play. In particular, much faster endgames . . . no more “everyone is stuck at Level 9.”
- Backward compatibility. Some of you have *thousands* of cards in your *Munchkin* collection. I didn't want to invalidate them.* On a separate sheet in this set, you'll find the *Update Guide*, which shows how to use them with these rules.
- Improve the balance of Classes a bit.
- Give 2025 John a chance to rework some of the art that 1999 John drew. He's wanted to do that for a long time!
- Kill some jokes that made 1999 Steve laugh but aren't as funny today.
- Keep the essence of the game unchanged. Kill monsters, grab Treasure, stab your buddy!

* I ended up nuking *one* card. Gender is no longer a game stat. So **Curse: Change Sex** (and its clones in other sets) are gone. Take gender-swapping cards out of your set if you use these rules.



Super-Sized *Munchkin*

Studies have shown that 8.4 out of 9.7 *Munchkin* players just can't get enough of the game. To take your *Munchkin* games to new heights – or lows – we have expansions!

These add 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. If you don't have a local store, we'll be happy to sell them directly to you at warehouse23.com. But look for a local store first!

SPECIAL RULES

If there are six players: A six-player game can be hard to finish because there are so many cards available to stop a would-be winner. So:

If there are six players, the room is full. There is no room for more monsters! Therefore, when someone goes for Level 10, no monsters can be added to the fight. You can still help the monster, switch the monster, and so on. You just can't add another one.

If there has to be a single winner: This might happen in a convention tournament, or if a blood oath has been sworn!

If two or more players reach Level 10 together, each one rolls the die *twice*, and adds the total to their combat strength. High score wins! Yes, you can affect a roll if you have, for instance, a **Loaded Die** card.

More *Munchkin*!

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. See munchkin.game/gameplay/resources for reference cards, playmats, and dozens of links.

All the *Munchkin* sets 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 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).

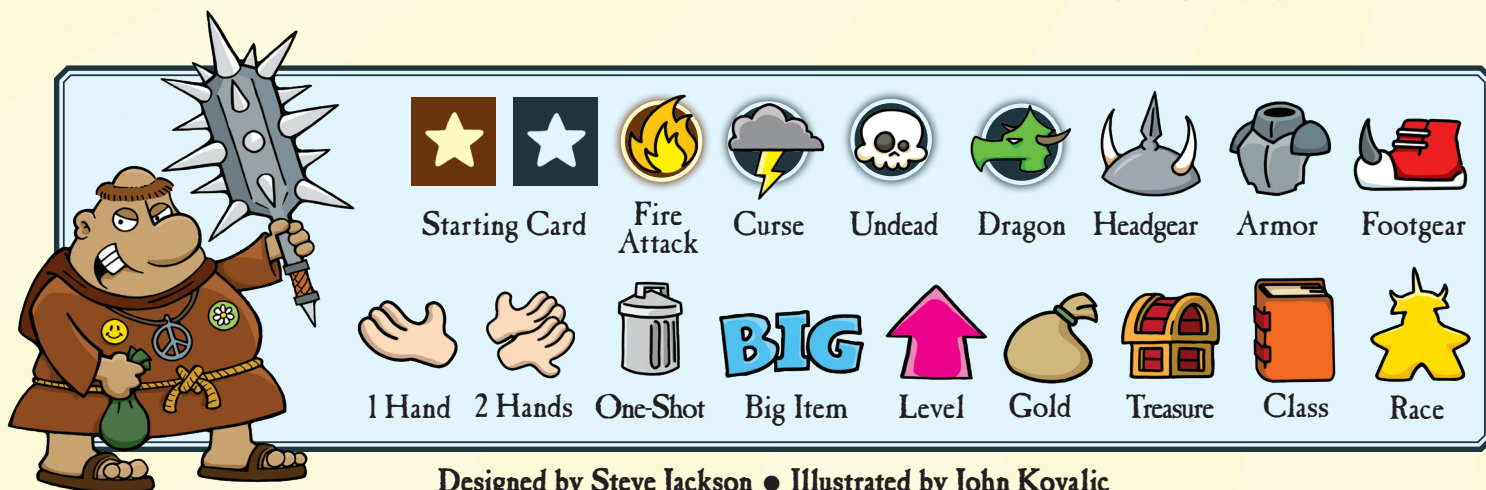
Instagram. Check out @stevejacksongames, where we post lots of pictures of *Munchkin* stuff.

Bluesky. Connect with us on Bluesky @stevejacksongames.bsky.social.

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

If it's still a tie, compare the total value of Items and coins.

Final tie-breaker: The youngest player wins.



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