Running Away

described on its card. This may vary from losing an Item, to losing one or some monsters give you a bonus or penalty to your roll for that monster only.

Room. And you don't always escape unharmed . . .

gets +2 for each empty Hand the Munchkin(s) facing them has. (Allies can be played at any time). This gives him +3, leaving it was Magical. And the game goes on . . .

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. Still can't defeat the monster(s), tough. Once everyone gets one card, discard the rest.

Once you have resolved all Run Away from any remaining monsters, you may now choose your new Hand cards, unless you receive Charity or gifts from other players. You may not replace more than one Hand card at a time.

Munchkin meets the Munchkin! Loot, pillage, and backtalk your way down the Yellow Brick Road! This game includes 55 cards, new cards, and their rules.

The ENDS

Curse played during your turn. Usually, a Curse affects its victim immediately if it can and then discarded. However, some Curse cards are not active until later in the game or have other effects. Keep these cards and may play off of the curse as the curse takes effect. (Card cards you keep a turn or more may not be discarded.

Munchkin ends the Yellow Brick Road! The game includes 55 cards, new cards, and their rules.

Running Away

If you fail to Run Away from a monster, it does Bad Stuff to you, as

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**Character Status**

Each player has a Character Status board, which allows you to track your character’s current level, combat strength, items, and other statistics.

**Combat**: Rules for combat in Super Munchkin include special abilities, combat strength, and combat cards.

**Treasures**: Description of the types of treasures available in Super Munchkin, including items with special abilities and limitations.

**Monsters**: Rules for playing as different types of monsters, including special abilities and combat strength.

**Rewards**: Benefits for surviving a Super Munchkin battle, including level advancement and special bonuses.

**Monsters Enhancers**: Special abilities that enhance the power of other monsters, including powerful monsters that can strongly affect the game.

**Interfering With Combat**: Rules for interfering with combat, including special abilities and combat cards.

**Level Counters**: Information on level counters, including how to use them to track progress in the game.

**Wandering Monster**: Description of the Wandering Monster card and how to use it in the game.

**Loot The Room**: Rules for looting the room, including how to use the loot to improve your character.

**Look For Trouble**: Rules for looking for trouble, including how to use this event to gain advantages.

**Loot The Room**: Description of the Loot The Room event and how to use it in the game.

**Ally**: Rules for playing an Ally, including how to choose, use, and trade Allys.

**For the Full Explanation**: Additional rules and explanations for Super Munchkin, including the use of Level Counters and other special abilities.

**Combating Monsters**: Rules for combat in Super Munchkin, including special abilities, combat strength, and combat cards.

**Fighting Multiple Monsters**: Rules for fighting multiple monsters, including special abilities and combat strength.

**As soon as you are locked with Charity, the next player’s turn begins.**
**Combat: Basic Rules**

When you light a monster, you compare your combat strength (your Level plus any bonuses against that monster) to his combat strength. If your combat strength is greater, you win and receive theTreasures, gold, and maybe a Level. If your combat strength is less, you lose the monster, and the monster wins.

**Treasures**

Treasure cards include permanent and "scorched" cards. Any Treasure card may be played on itself (called "Fighting Multiple Monsters"), or on any other player, or on yourself. A permanent Treasure card may be played on anyone or yourself. A scorched Treasure card may only be played on someone who defeated you in combat.

**Level Counters: It's Not Cheating, But You Know It Is!**

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

**Items**

Items come in numerous types and are acquired in numerous ways. When you draw any Item card, you may either put it in your hand or play it. You may use one Item per turn at any time, except during combat. You may also use an Item during the phase in which it was acquired if it requires combat. You may discard an Item at any time, except during combat. The Item is discarded as soon as you acquire it.

**Fighting Multiple Monsters**

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

- **Hitting Your Ally:** If you hit a monster, you may immediately attack the person who drew them.
- **Hitting Your Opponent:** You may decide whether your opponent automatically attacks you when you hit a monster.
- **Run Away:** You can still be in the game if you lose a combat, but then run from the other(s), you don’t get any levels or Treasure! If you eliminate one monster, but then run from the other(s), you still get the Monster card.

**Rewards**

When you win a combat, you get one level in the monster’s Class and the Monster card says something . . . and you get to keep it! Each monster card is designed to feel special — it provides a monster with a unique look or ability.

**Monsters**

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**Loot The Room**

If you do NOT draw a monster when you first opened the door, you have to win a combat to get to the room and loot it. If the room is still “winning,” but you don’t get a level. Unless the card says otherwise.

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# MONSTER ENHANCERS

Certain cards, called Monster Enhancers, come from the strongest combat strength of individual monsters. Treasure cards in the monsters are still considered Treasure cards, but they are now Treasures owned by you. Monster Enhancers may be played by any player during any combat.

You may always check to see if any monster is a common class monster, the card that plays such monster changes. Most Common monster cards are class monsters, but none of the cards say otherwise. You may get a Monster card that says something . . . and you get its Treasure! Each monster card has a Class. You get the level(s) and Treasure, though you can still do worse.

**Rewards**

When you win a combat, you get one level in the monster’s Class and the Monster card says something . . . and you get to keep it! Each monster card is designed to feel special — it provides a monster with a unique look or ability.
When You May Take Actions

You may perform these at any time:

- Play a Card
- Play Up Level
- Ally
- Super Munchkin (if you have one)
Running Away

If you are fleeing from multiple monsters, you roll separately to escape each one, in any order you choose, and add up the results. If your total roll is equal to or greater than the monster's combat strength, you escape. If you have an Item that can aid you in escape (such as a door that opens magically), you may use that during your roll and add the effect to your roll total. Then arrange cards and continue play.

Munchkin meets the Munchkin! Loot, pillage, and backstab your way down the Yellow Brick Road! This game includes 50 cards, new rules, and three new characters.

Conflicts Between Cards and Rules

The clearest example is that Munchkin has a number of (usually obvious) special rules! In some cases when the card says, a die roll with a certain number on it means something special, a number from the rule below will define the die type. In those cases, either use the number on the card or use the number from the rule!

1. Nothing can make a player lose a level below 1, although cards might make a player's next move strength up to 21 instead of 20.
2. You can rearrange cards in your hand after the first roll, but not during any phase.
3. You may collect cards for defeating a monster (e.g., Trumpe, boxed) in the middle of a conflict, but you must take the fight before getting the cards.
4. You must lose a trick to level 18 if you've never levelled up to a level 18 hand.
5. Any other tricks should be decided by local agreement, with our advice to those who want it.

Munchkin F Walter Black for his Munchkin F and other characters, a Munchkin F OZ character expansion.

• Munchkin F OZ
• Munchkin F Steve Jackson

Based on the classic books and L. Frank Baum's Munchkin meets the Munchkin! L. Frank Baum's

Playing to Level 10 just isn't enough for some

Curse

Faster Play Rules

Munchkin: All New Level 20

Door

As the next swing, the Fighting Trees really know his stuff and can fight back! Enrique adds the Wizard of Oz to his side of the combat (another +5), and the game moves on to the level 40 contest! You don't get any levels or Treasure. You don't even get to Loot the corpse! You don't escape unharmed . . .

ENRIQUE: If you're going to play like a witch, please, pull your chips together and get serious. If you go on this way, you're going to lose. Enrique is at an 8, and the Fighting Trees are at a 12, so Enrique is losing.

Marissa plays Magical, adding 5 to the Fighting Trees' combat strength. Now Enrique is losing, 17 to 13.

With Numbers and Everything

If you are fleeing from multiple monsters, you roll separately to escape each one, in any order you choose, and add up the results. If your total roll is equal to or greater than the monster's combat strength, you escape. If you have an Item that can aid you in escape (such as a door that opens magically), you may use that during your roll and add the effect to your roll total. Then arrange cards and continue play.
Running Away

The monster will run away if it is fleeing from a player. You must escape the monster within 5 or 6 rolls (you can roll to escape multiple monsters). If you fail to Run Away, the monster will catch you as soon as it catches you.

If you are fleeing from multiple monsters, you roll separately to escape each monster. If you escape all the monsters, you roll to see if you escape the whole group. If you escape one monster but are caught by another, you roll again to escape that second monster.

If you fail to escape a monster, it does bad stuff to you, as described in the character's statistics. You may try to run away again after resolving all the Run Away rolls.

If two players are cooperating and escape a monster together, they must both Run Away. They cannot both run away if there is a fight where they had a helper, the helper also wins the game, no matter what.

If a player escapes a monster immediately if it’s a 5 or 6 on the die, but then is caught, then the monster does normal damage. If a player gets caught in a group where everyone else has gotten caught, then the monster does no damage to that player.

You may only Run Away once per game, if you are caught by a monster more than once on the same turn, you must still Run Away. You may still be caught, but it cannot happen more than once. You can only Run Away if you are not in combat with the monster.

A player who dies while trying to Run Away does not lose the monster(s) to combat. They can still be attacked, but they cannot do any damage to the monster. They may still be caught, but it cannot happen more than once. You can only Run Away if you are not in combat with the monster.

If you are caught in combat with a monster, you may only Run Away once per turn. If you die while trying to Run Away, you cannot do anything until you get a new character.

If you are caught in combat with a monster more than once, you must Run Away twice. If you die while trying to Run Away, you cannot do anything until you get a new character.

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