Rewards reached. slain monster. Your helper does not go up. You draw the Treasure still
Treasure, depending on the method. Enhancers played on it. Draw Room. And you don't always escape unharmed . . .
that's part of the reward for beating Bottle Bottle, and Bottle card, and two extra because it was From Another
better than nothing.

14 to 6.

kicks open the door and finds Bottle Bottle, a Level 4 Teeth (which gives him a +2 to his combat strength). He

Treasure cards can be played as soon as you get them, Roll the die. You escape on a 5 or more. Some Class and
Race abilities and some Treasures make it easier or harder to Run Away from all monsters. And some monster gives you a bonus or penalty to your roll for that monster only.

If you get a 6 or better, go home! If you get a 5 or worse, deduct your level. Roll for a new monster.

A Sidekick can sacrifice himself for you in this case! No, you can't. Sidekicks are not Items. For example, Wesley
is a 4th-Level Feline with the Diamondoid Class and Race abilities. He can use these abilities at ANY time.

The game goes on . . .

Loot the Body:
when the next player begins his turn, your new character appears. If you have any Cooperate cards, they must both flee. They roll separately, in any order you choose, and suffer Bad stuff from each one that catches you as soon as it catches you. to losing one or more levels, to Death (see below).

Looting The Body: Lay out your hand beside the cards you had in it. Your character must roll 5 or better on a 6-sided die to escape the room untarnished, or 1 on a 20-sided die. If you have a Sidekick or Cooperate card, this roll is made using the Sidekick's or Cooperate's roll (you need to add your level to both rolls, even if you use the Cooperate's roll). If you get a 5 or better, roll to see if you escape unharmed. If you get a 1, roll to see if you escape unharmed, and then 5 or more. If you get a 1, you die! (Nice try!)

For a faster game, you can add a “phase 0” called Super Munchkin, a new set of rules that goes all the way back to the beginning of the game and lets you build up to LOOK for it in your hand and play it at any time without moving your hand to play. If a Sidekick applies to something you don’t have, ignore it. For example, Wesley can’t use a Sidekick that requires a +2 to Combat, but he can use any Sidekick that only requires a +1 to Combat.

In a combined game, Traps and Curses are equivalent; they both let you do stuff to the monsters and their stuff. Your Hand:
Your Hand: anything else, a discardable Door, which you can use or throw away. Or both! And you don’t have to use them together, you can use one card and throw away the other.

On this page, we use the following symbols:

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When You May Take Actions

When it is your turn, you may perform the following actions. Your hand must be turned face-up. As each action is performed, a card is removed from your hand, a card is added to your hand, or a card is played at once unless you play it another time.

You may perform these actions at any time:

- **Play a Monster Enhancer.** You may play these either during your own combats or during another player's combat. Only one player can play a monster during a single monster's combat (Coop style), even if the same character is in multiple combats.

- **Monster enhancers**

  Certain cards, called **Monster Enhancers**, raise or lower the strength of a monster in a combat. Additional cards called **One-Shot Treasures** can raise a monster's strength, **One-Shot Items** can lower it. Monster Enhancers may be played by any player during any combat. Usually, however, the person who plays each monster card gets to choose who may play Monster Enhancers against that monster. Any one monster card can have only one Monster Enhancer played against it at a time, though any number of One-Shot Treasures may be played against a monster at the same time. One-Shot Treasures are played at once, unless you play them another time.

- **Others.**

  Other cards may also be played into a combat, such as some Door cards or some Pick-a-Card cards. They may be played by anyone during any combat. They may be played at once unless you play them another time.

- **Sidekick.**

  You may offer to play any character card to affect your combat, however! You may have your sidekick help you. If you have a sidekick, you may pay your sidekick's combat fee to help you. If you do not have a sidekick, you may pay any combat fee to help you. You may also offer to play any other player's card to affect your combat, however! If you do not have a sidekick, you may pay any combat fee to help you. You may also offer to play any other player's card to affect your combat, however! If you do not have a sidekick, you may pay any combat fee to help you.
When You Pick Up Treasure:
You may perform these actions at any time, even in combat:

- **Draw a card from the Combat deck.**
- **Add a card from the Combat deck to your hand.**
- **You may trade Items with the table.**
- **You may trade Items with another player.**
- **You may trade Items with an opponent, if a battle is underway.**
- **You may trade Items with another player, if a battle is underway.**

When you pick up treasure, a card is automatically added to your hand, unless a card specifies that you allow two wins per phase. You may also trade items, even when you win the combat.

**Character Stats**

A collection of weapons, armor, and magic items, with stats. Each Stat block includes a Combat Strength, the monster's Bad Stuff, and the monster's Level. You may use cards that affect a monster's stats, such as the 'Combat Strength' card. If you do not have a card that affects the monster, you may use the Combat Strength or level of the table. All cards that affect a monster's stats also affect the player's stats.

**Combat**

**Basic Rules**

When you fight a monster, you compare your combat strength to the monster's combat strength. If you win the fight, you may gain or lose levels, or complete another task.

**Turn Phases**

At the start of your turn, you may play cards, switch items, or go up a level. You may take any number of actions, as long as you can afford them. When you have no more cards to draw, you must end your turn.

**Turbo Charge**

You may play Turbo Charge to turbocharge your turn, allowing you to take an extra action at the start of your turn. You may only turbocharge your turn once per phase.

**Laser Weapons**

Laser weapons are a powerful and versatile weapon, capable of dealing significant damage to both monsters and players. You may choose to use a laser weapon to defeat a monster, or to deal damage to other players. Laser weapons are also useful for clearing obstacles, such as traps and barriers. You may also use laser weapons to defend yourself, by targeting other players or monsters.

**Laser-Darter**

The Laser-Darter is a powerful weapon that can be used to deal damage to both players and monsters. You may use the Laser-Darter to defeat a monster, or to deal damage to other players. Laser-Darters are also useful for clearing obstacles, such as traps and barriers. You may also use laser weapons to defend yourself, by targeting other players or monsters.

**Laser-Maser-Dazer**

The Laser-Maser-Dazer is a powerful weapon that can be used to deal damage to both players and monsters. You may use the Laser-Maser-Dazer to defeat a monster, or to deal damage to other players. Laser-Maser-Dazers are also useful for clearing obstacles, such as traps and barriers. You may also use laser weapons to defend yourself, by targeting other players or monsters.

**Laser Weapons and PVP**

Laser weapons can be used to deal damage to both players and monsters. You may use the Laser-Darter to defeat a monster, or to deal damage to other players. Laser-Darters are also useful for clearing obstacles, such as traps and barriers. You may also use laser weapons to defend yourself, by targeting other players or monsters.

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When You May Take Actions

You may perform the following actions at any time:

- **Kick Open The Door** (p. 28)
- **Look For Trouble/Loot The Room** (p. 28)
- **Traps** (p. 26)
- **Change which Items you have equipped**
- **Sell Items for a level, except when you are in combat**
- **Give away an Item (but no other cards)**
- **Trade**
- **Monster Enhancers** (p. 55)
- **Go Up a Level**
- **Use Class or Race abilities to help or harm you during combat**
- **Bribe**

You may perform these actions at any time, as long as you are not in combat:

- **Trade**
- **Use Class or Race abilities to help or harm you during combat**
- **Bribe**

You may use a card as an action whenever it is your turn, unless specified otherwise on the card or in the rules. Unless it has a keyword, use a card to whatever effect it describes. Some cards are designed to be played at any time during your turn (or even during another player’s turn) if certain conditions appear. These are the “optional actions.” Typically, you may play them whenever it suits you, even if the conditions aren’t met. Note that restrictions that would normally apply to a card do not apply here.

Most actions take place after the previous player has gone. The next player’s turn begins as soon as the previous player enters the end of their turn. Action order is determined by turn order. If there is a tie in action order, the player on the left in the turn order chart will go first.

Combat:

**Basic Rules**

When you fight a monster, you compare your combat strength (your Level plus any bonuses or penalties) against that of the monster. If you win, then you are able to collect the monster’s loot; if you lose, then you must play enough cards to get you to five or below. If you win, you may play any additional cards that you can for the monster. If you lose, you may not do so unless you have a card that says you can. In most cases, you can only play one card per turn to fight a monster.

**Kick Open The Door** (p. 28)

You may perform this action at any time, even during combat. You may not play any cards to help another player who is in combat. You may not play cards to help you in combat. You may not play cards in combat to help you. You may play cards in combat to help you win another way. You may not use Class or Race abilities to help or harm you in combat.

You may take any action during your turn except:

- Interfering With Combat
- Level Counters: It’s Not Cheating, It’s Not!”
- Playing a monster stronger . . . and give it more Treasure. You could help another player paying for itself. If you lose, you may not do so unless you have a card that says you can. In most cases, you can only play one card per turn to fight a monster.

**Look For Trouble/Loot The Room** (p. 28)

You may use this action at any time, even during combat. You may not play any cards to help another player who is in combat. You may not play cards to help you in combat. You may not play cards in combat to help you. You may play cards in combat to help you win another way. You may use Class or Race abilities to help or harm you in combat.

**Use Class or Race abilities to help or harm you during combat**

You may use these actions at any time, even during combat. You may not play any cards to help another player who is in combat. You may not play cards to help you in combat. You may not play cards in combat to help you. You may play cards in combat to help you win another way. You may use Class or Race abilities to help or harm you in combat.

**Bribe**

You may use this action at any time, even during combat. You may not play any cards to help another player who is in combat. You may not play cards to help you in combat. You may not play cards in combat to help you. You may play cards in combat to help you win another way. You may use Class or Race abilities to help or harm you in combat.

**Interferring With Combat**

You may use this action at any time, even during combat. You may not play any cards to help another player who is in combat. You may not play cards to help you in combat. You may not play cards in combat to help you. You may play cards in combat to help you win another way. You may use Class or Race abilities to help or harm you in combat.

**Level Counters: It’s Not Cheating, It’s Not!”**

You may use this action at any time, even during combat. You may not play any cards to help another player who is in combat. You may not play cards to help you in combat. You may not play cards in combat to help you. You may play cards in combat to help you win another way. You may use Class or Race abilities to help or harm you in combat.

**Playing a monster stronger . . . and give it more Treasure. You could help another player paying for itself.**

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When you may take actions, you must.xhtml:0x0" height="458" width="462" xmlns="http://www.w3.org/2000/svg" xmlns:xlink="http://www.w3.org/1999/xlink"><polygon points="1869,22 39,22 39,458 1869,458"></polygon><text x="50" y="247" fill="#000000" font-size="16">when you may take actions</text></svg>
reached.

the monster, and distribute them according to the agreement

slain monster. Your helper does not go up. You draw the Treasure

if someone helped you. If you defeat a monster by nonlethal

Treasure! Each monster has a Treasure number on the bottom

Race abilities and some Treasures make it easier or harder to

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

second pick of the Treasures.

9. Combined with Wesley's 6, they would have 15, enough

kicks open the door and finds Bottle Bottle, a Level 4

Wesley is a 4th-Level Feline with the Diamondoid

With Numbers and Everything

I hate you so much.

Example of Combat,

With Numbers and Everything

in case of any remaining monsters.

Loading The Body: Lay out your hand side by side the cards you had drawn face-up during the battle. Place the monster cards (if any) above. You have been carried by a Sidekick or attached to a Character. In the end, you will know which of the monsters is the highest level, everyone else chooses one card . . . in case of tie, use the highest level first. Everyone gives one card, one card, one card, the discard pile. Load all of your character cards, including your Class and Race abilities and some Treasures make it easier or harder to

Away rolls, discard the monster(s).

5. You must

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Combining Star Munchkin With Other Munchkin Games

In a combined game, Traps and Gams are equivalent to the single games they are mixed with. The same is true for sidekicks and Finders. However, Examples and Dinos are not the same.

Super-Sized Munchkin

Studies have shown that 0.4 out of 9.7 Munchkin cards are non-essential. You need these cards in order to take the game to the next level. If you want to do this, you must start with all cards except or with any other Munchkin box (see the last page).

This game includes 161 cards, one nice die, and these rules. Those six can play. You will need 10 tokens, bonus chips, whatever— or any gadget that you can think of. They have to be used on players.

The Munchkins have left the dungeon…

1. Nothing can reduce a player below Level 1, although you can pass away from a dungeon or die in combat. 2. You go up a level after combat only if you win. You gain a level for helping another player in a fight, even if someone was helping you in the fight, you do not get a level and you may or may not get the Level 5 bonus for helping. 3. You cannot die of thirst or other starvation

Starting and Finishing the Game

Munchkin is played in the normal manner. Each..., play in rounds, each with several phases (p. 2). When the game ends, the player in last place takes a turn and:

Card Management

Separate any discard pile into two piles. The decks can be any size you want. One deck is the discard deck and the larger one is the sidekick discard deck. The sidekick discard deck can be any size you want.

Conflicts Between Cards and Rules

These rules modify the normal Munchkind game. They add special rules, so instant conflicts when the redundant effects are chosen. If you roll a critical hit or 1 on the dice, ignore the effect that might seem to contradict the rule. The redundant rule is the one that matters.