

Munchkin Rules

Setup

There are two main types of cards: Door cards and Treasure cards. Treasure cards are dark brown. At the beginning of the game, each player receives four of each type of card.

Important Rules!!

- Your Level will never go below Level 1.
- You must defeat a Monster to go up to Level 10. Level Up cards and selling cannot bring you to Level 10.
- The first player to reach level 10 wins!!!

Beginning of Your Turn

At the beginning of your turn, you can arrange your cards between your Hand, Backpack, and Equipment. Only Item cards can go into your Backpack or Equipment. For an Item to be equipped, you must be the Race or Class required on that card if it lists one. Also, you can only equip one Item from each explicit category (Headgear, Armor, Footgear, and your 2 Hands). You can also use Curses and Level Up cards now. You can set or change your Race or Class. Each Race or Class will enable you to equip certain items. Each Race and Class also has some added special ability in the game.

When you are done arranging your cards, it is time to *Kick Open The Door*.

Kick Open The Door

- If the card drawn is a Monster, you automatically engage in *Combat* with the Monster.
- If the card drawn is a Curse, it applies to you immediately. You can cancel it if you have a Wishing Ring. You can now *Loot The Room* or *Look For Trouble*.
- If the card drawn is not a Curse or a Monster, the card gets placed in your Hand. You can now *Loot The Room* or *Look For Trouble*.

Loot The Room

Another Door card is drawn and placed in your Hand. You can now perform *End of Turn Actions*.

Look For Trouble

You can pick a Monster in your Hand to engage in *Combat*.

End of Turn Actions

Now you can perform all of the same actions that you could perform at the beginning of your turn. Additionally, you can sell any cards that have a value. For every 1,000 Gold Pieces you sell, you go up one Level. 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. **Halflings** get to sell their first item on each turn for double value.

Before you can end your turn, you must have 5 or fewer cards in your Hand. **Dwarves** can hold up to 6 cards in their Hand. If you have more, you must use some of the cards in your Hand and/or give them to charity. The charity cards are given to the player or players with the lowest Level. If you are the only player with the lowest Level, the cards are discarded.

Combat

To fight a Monster, compare its Level to your Combat Strength. Your Combat Strength is your Level plus the bonuses from your equipped Items. Your Combat Strength must be above the Monster's Level for you to *Defeat The Monster*; **Warriors** win ties. **Clerics** reduce the Level of Undead Monsters by 5. If you can *Defeat The Monster*, other players can try to prevent this by using Single Use Items or Monster Modifiers to boost the Level of the Monster. You can also use Single Use Items to reduce the Monster's Level.

Out To Lunch and Invisibility Potion cards can be used to exit a combat. Any player can use these. The combatant will not gain a Level though because they did not defeat a Monster.

If you are unable to defeat the Monster, you can *Ask For Help* or *Try To Escape*.

Ask For Help

You can ask any other player for help during a combat. They can only help if both of your Combat Strengths combined is more than the Level of the Monster. If they agree to help, the Monster is automatically defeated. The reward Treasure is split between the two of you, with the advantage given to the helper.

Try To Escape

Wizards have the option of charming the Monster to exit the combat. If you are not a Wizard, your only option is to run away. This involves rolling a die. If you roll a 5 or better, you successfully run away. You can now perform *End of Turn Actions*. If you fail to run away, the Monster's *Bad Stuff* occurs.

Bad Stuff

Bad Stuff can reduce your Levels, discard all of the cards in your Hand, or kill you. If you die, you keep your Level and possible Race and/or Class. However, all cards from your Hand, Backpack, and Equipment are discarded. You then receive four Door and Treasure cards, just like you did at the beginning of the game. After the Bad Stuff has taken effect, you can perform *End of Turn Actions*.

Defeat The Monster

The board is cleared. The combatant goes up a Level (two Levels if the Monster card says so). If a helper was used, they do not gain a Level unless they are **Elves**. The number of Treasure listed on the Monster card is given to the combatant. You can now perform *End of Turn Actions*.

Elements of the User Interface

- To view card descriptions, click on the desired card and its description will appear on the left.
- All possible actions for that card will be represented by buttons in the bottom left corner.
- To view more information about a player, click on their info box on the top of the window.
- Information about what is happening and has happened in the game is available on the right in the Game Log.
- For more information on Races and Classes, select 'Info' in the menu bar.
- A new game can be started at any time from the menu bar under 'File'.