



MUNCHKIN FLOWCHART CREATED FOR YOUR MUNCHKINLY PLEASURE BY BOB PORTNELL AND MODIFIED BY DENIS KOUZNETSOV AND ERIK ZANE

RULES EVEN MUNCHKINS NEED TO HEED

- You have to kill a Monster to get your 10th Level (and win!).
- Cards overrides rules (and this chart!).
- Once combat starts, you can not change which Items you are already using, or play new ones except one-shot Items; however, you can discard your Race, Class, Training, Style or Power. If it is your turn, you may play new Races, Classes, Trainings, Styles or Powers.
- Only the cards in play (displayed in front of you) count for trading, bribery, combat, etc. Once a card is in play you can't pull it back into your hand - you can only trade, sell or discard it.
- A Hiredling (or Sidekick, or Mook, or Minion) can be discarded in order to escape all the Monsters you are facing instead of rolling to Run Away. However, it can not be done to avoid Bad Stuff *after* a failed roll.

MUNCHKIN, MOSTLY ON ONE PAGE

WHEN TO PLAY...

- **Divine Intervention, Hoard:** As soon as you get them - they have "immediately" in their text.
- **GUAL, Curses:** Any time, even during combat.
- **One-Shot Items:** During any combat (unless the card says otherwise), from cards in play or in hand.
- **Monster Enhancers:** During any combat.
- **Treasures, Races, Classes, Styles, Powers, Loyalties, and Trainings:** As soon as you acquire them or from your hand at any time during your turn.

YOU CAN HAVE IN PLAY

- 1 Big Item (not including a Steed)
- Any number of small Items
- 1 Sidekick
- 1 Steed
- 1 Race, 1 Class, 1 Loyalty, 1 Style, 1 Training
- Powers with sum of Ranks no more than your Level
- Any number of Origins

YOU CAN USE

- 1 Headgear
- 1 Footgear
- 1 Armor
- 2 1-Hand Items or 1 2-Hand Item
- 1 Complex Item

Items in play which are not being used should be turned sideways.



THINGS TO DO WHEN YOU ARE DEAD

- Keep your Level, Classes, Races, Styles, Powers, Loyalties, Trainings and any curses with lasting effects (Chicken On Your Head is a good example). Origins are discarded (not looted).
- Lay out your hand, face up, next to your other cards in play.
- In Level order (high to low), each living character gets to take one card.
- Discard any leftovers.
- You live again at the beginning of the next player's turn.
- Just before the beginning of your next turn, draw 2 Treasure Cards and 2 Door Cards, face down. Put any of these into play as you will.