

Munchkin Cheat Sheet Summary – Basic Play Reminder

Winning the Game

First player to Level 10. **you must defeat a Monster to ascend to Level 10 and win the game.**

Setup

- There are two decks - Door and Treasure Cards. Each player is dealt 4 cards from each deck.
- Place your Gender card face up according to your own identified gender.
- Place cards from your hand face up on the table organized by Race, Class and specific categories (Armour, Headgear, Footgear, 1 or 2 Handed, Other Bonus Items or Backpack Items not currently in use). If the card states, "Usable once only.", it is not an Item and should be held in your hand.
- Curses dealt at setup are held secretly in your hand and can be used at any time to curse another player.

Play

At any time on your turn (except during Combat),

- Add cards from your hand face up on the table organized by Race, Class and specific categories (Armour, Headgear, Footgear, 1 or 2 Handed, Other Bonus Items or Backpack Items not currently in use).
 - Move items from your Backpack to Items currently in use (if you are replacing an Item currently in use, that Item goes to the applicable discard deck),
 - Trade Items or sell Items (1000 Gold Pieces per Level) to go up Levels.
- 1) **Kick Down the Door** - Draw a Door Card face up for everyone to see.
 - a) **Monster Cards:** If you draw a Monster: you must fight it. This is known as **Combat**.

To win the fight, your **Combat Strength** (current Level + total of all active Bonus Items) must be greater than the Monster's **Combat Strength** (Level Value stated at the top of the Monster card) – ties go to the Monster.

 - You can ask for one other player's help to combine Combat Strengths to defeat the Monster. Bribing (share of the Treasure) is usually involved.
 - Add One Shot Usable Once Only bonus cards to increase your Combat Strength.
 - Of course, other players can Sabotage you by using One Shot Usable Once Only bonus cards to increase the Monster's Combat Strength.
 - Any player can play a Curse Card against any other player during Combat
 - Play other special cards – e.g. terminate combat, adding monsters, Cheat card, Annihilation Card, etc. (read the cards!).

Win a Combat, steal the Monster's treasure.

Lose a Combat, face the Bad Stuff on the Monster Card. You can avoid the Bad Stuff by rolling a 5 or 6 to run away. If there is more than one Monster, you must run away from each Monster separately. If you asked for help, both players must roll the die separately.
 - b) **Curse Cards:** If you draw a Curse card, the curse immediately applies to you.
 - c) **Other Cards:** Other cards are placed into your hand.
 - 2) Applies only if you did not draw a Monster in step one. You have two additional options:
 - a) **Look for Trouble** by choosing to fight a Monster from your hand:
 - b) **Loot the Room** by drawing an extra Door Card to add to your hand (face down – i.e., you do not have to reveal the card to other players). Curses obtained while Looting the Room are held secretly in your hand from where they can be used **at any time** to curse another player.
 - 3) **Charity** - At this point, if you have more than 5 cards in your hand, you must give the extra cards to the player(s) ranked the lowest on the board. Consider selling, trading, cursing, Leveling Up, adding to your Backpack, or otherwise rearranging your cards before giving Charity. If you are ranked the lowest, or tied for lowest, simply discard the extra cards. This ends your turn.