

# Munchkin Cheat Sheet

## Winning the Game

Win the game by being the first player/character to become a Level 10 caliber fighter. Advance levels by defeating dungeon monsters in combat. Accumulate useful Items such as weapons and armour to help you win your fights. Purchase levels by selling valuable items, but remember – you must defeat a Monster IN COMBAT to reach Level 10.

## The Cards

There are two decks - Door and Treasure Cards. Each player is dealt 4 cards from each deck.

*It is very important to read each card carefully because many of the cards contain exceptions to the rules. Also the cards are funny! They contain all the information you need.*

## Setup

Characters: Each player is represented by a unique character, defined by three basic variables:

- Gender: Place your Gender card face up according to your own identified gender.
- Race: You may play one Race card from your hand to the table.
- Class: You may play one Class card from your hand to the table.

Items: Place Items from your hand to the table, organized by specific categories (Armour, Headgear, Footgear, 1 or 2 Handed or Other Bonus Items).

*Item Notes:*

1. You may only have one Big Item on the table at any given time.
2. Items are typically identified by a Bonus value stated at the top of the card, or occasionally by category only. If the card states, “Usable once only”, it is not an Item and should be held in your hand.
3. Extra cards for a category (or Items your Race/Class is not able to use) may either be held in your hand or stuffed in your Backpack (Items not currently in use).

Curses: Curses dealt at setup are held secretly in your hand and can be used **at any time** to curse another player.

## Play

You may add to or replace your cards at any time during your turn, except while in Combat. You may not change your Gender unless a card directs you to do so. If you decide to replace your current Race or Class with one from your hand, the old card goes to the appropriate discard pile. In the same manner, you may also move items from your Backpack to Items currently in Use. Additionally, you may sell \$1000 worth of Items to immediately *Go Up A Level*.

Once you have arranged your cards, do the following:

- 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.  
*See page 2 for more information about options during Combat.*
  - 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, after other players have a chance to view them.
- 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.

# Munchkin Cheat Sheet

## Combat in Detail

Your Combat Strength or the Monster's Combat Strength can be modified in a number of ways, using the cards that you and other players hold in your hands.

- 1) Get another player to join you in combat; combine both of your Combat Strengths to defeat the Monster together. In exchange for their help, you will probably have to bribe other players with Treasure or other promises. Note that both players are affected if you lose.
- 2) One Shot Usable Once Only (discard after use) bonus cards increase your Combat Strength. If another player has joined you in combat, they can also add One Shot Usable Once Only bonus cards to increase your Combat Strength. Other players may choose to Sabotage you rather than help you. They may do this by playing One Shot Usable Once Only bonus cards from their hand to increase the strength of the Monster. Expect when you are fighting a Monster to climb to Level 10 that your opponents will do anything to help the Monster beat you.
- 3) Any player can play a Curse Card against any other player during Combat (or really, at any other time). Curse Protection cards (e.g., "Wishing Ring") cancel curses.
- 4) Play other special cards (read the cards!).

*Note: there are cards we believe are potential **End Game Cards** (see examples below); cards used at the end of the game to try and win the game or prevent another player from winning the game (by stopping them from gaining that final Level 10 - remember some Monsters allow you to go up more than 1 Level)). Cards that Dismiss a Combat are especially useful as Treasures may be gained but the Level is not gained. Because these are One Shot Cards, they have the added advantage of being held in your hand, so the other players may not be aware that you have them until it's too late!*

## Winning or Losing Combat

### Winning Combat

Each time you win a Combat, you get to steal the Monster's Treasure (the number of treasures you steal is written on the bottom of the Monster card) and go up a Level or more. Treasures are always good. They are typically Items, Potions, or tricks to help you gain Combat Strength or otherwise assist you in combat.

### Losing Combat

When you lose a Combat, you will face the Bad Stuff on the Monster card. You may attempt to escape the Bad Stuff by Running Away. Roll the die. A 5 or 6 means you have successfully run away and no harm will come to you. If there is more than one Monster, you must run away separately from each Monster. If you asked for help, both players roll the die separately. Note that Running away cards help or hinder an escape from a Monster when players lose in combat. Otherwise, follow the Bad Stuff as indicated on the Monster card. Sometimes the Bad Stuff is not all that bad. Sometimes the Bad Stuff is Death.

*Death - If you die, you lose all your stuff (Items and cards in your hand). You keep your Class(es), Race(s), and Level (and any Curses that were affecting you when you died) – your new character will look just like your old one. If you have Half-Breed or Super Munchkin, keep those as well.*

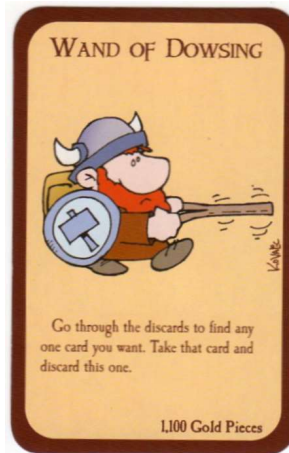
*Looting The Body after Death: Lay out your hand beside the cards you had in play. Starting with the one with the highest Level, each other player chooses one card . . . in case of ties in level, roll a die. If your corpse runs out of cards, tough. After everyone gets one card, the rest are discarded. Dead characters cannot receive cards for any reason, not even Charity, and cannot level up. Your new character appears when the next player begins his turn, and can help others in combat . . . but you have no cards. On your next turn, start by drawing four cards from each deck, face-down, and playing any legal Race, Class, or Item cards you want to, just as when you started the game. Then take your turn normally.*

# Munchkin Cheat Sheet

## Potential End Game Cards

### “Wand of Dowsing”

This card allows you to help yourself to any card in a discard pile (Door Pile or Treasure Pile) that you want. **Very powerful card.**



### Adding Monsters to Combat

#### “Wandering Monster”

These cards are used in conjunction with a Monster in your hand to add that Monster (and it's Combat Strength) to the current combat. **Useful to try to thwart another player's attempt to win.**

#### “Illusion”

This card can be used in one of two ways:

- 1) To replace a High Level Monster you are fighting with a Lower Level Monster (thereby aiding yourself to win). **For maximum advantage, wait until the other players have played all their One Shot Cards against you before presenting the Illusion .**
- 2) To replace a Low Level Monster another player is fight with a Higher Level Monster that they may not have the strength to defeat.

Examples:



The **Cheat!** card, though technically not an Item, can be played on the table along with your Items, allowing you to cheat the rules for one Item you are carrying.

Alternatively, you can play the **Cheat!** card along with a **One Shot Item** played from your hand.

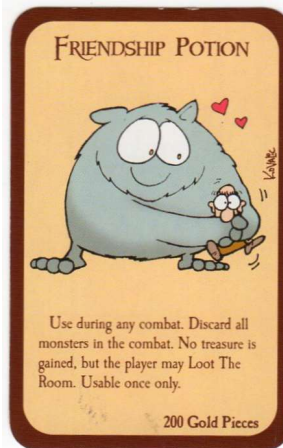


# Munchkin Cheat Sheet

## Terminating Combat

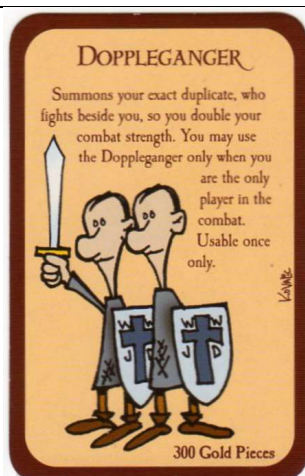
These types of cards make the Monster go away, die, or otherwise fail to engage in combat; Treasures may be gained but no Levels are gained due to there not being an actual combat. **Can be used to try to prevent a player from advancing to Level 10 to win the game.**

Example:



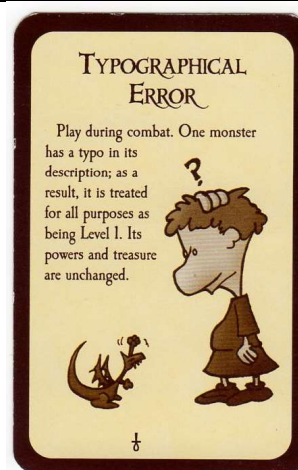
## “Doppleganger”

**Doubles your Combat Strength for one combat only. Very hard to beat!**



## “Typographical Error”

**Change any Monster to Level 1. This can make it real easy for you to win. Not that other players won't still try to stop you with curses, one shot bonuses, terminating combat and special cards.**



## “Restraining Order”

**Prevents one opponent from playing any cards against you for that turn (even if they have already played those cards).**



## “Annihilation”

**Removes any one card from the game. The target card must be in play. Very powerful card.**

