

THE GOOD, THE BAD, AND THE MUNCHKIN™



It's how the West was won . . .

by kicking down doors, killing things, and taking their stuff. Now the Munchkins are Cowboys, Indians, Outlaws, and Dudes . . . and they're facing the perils of the Wild West for a fistful of treasures and a few levels more!

The Good, the Bad, and the Munchkin is based on the original *Munchkin* and can be combined with it, as well as any or all of the other *Munchkin* card games (see the last page).

This game includes 168 cards, one six-sided die, and these rules.

Setup

Three to six can play. You will need 10 tokens (coins, poker chips, whatever – or any gadget that counts to 10) for each player.

Divide the cards into the Door deck and the Treasure deck. Shuffle both decks. Deal four cards from each deck to each player.

Card Management

Keep separate face-up discard piles for the two decks. You may not look through the discards unless you play a card that allows you to!

When a deck runs out, reshuffle its discards. If a deck runs out and there are no discards, nobody can draw any of that kind of card!

In Play: These are the cards on the table in front of you, showing your Class (if any) and the Items you are carrying. Continuing Traps and some other cards also stay on the table after you play them.

Your Hand: Cards in your hand are not in play. They don't help you, but they can't be taken away except by cards that specifically affect "your hand." At the end of your turn, you may have no more than five cards in your hand.

When Cards Can Be Played: Each type of card can be played at a specified time (see p. 4).

Contradictions Between Cards and Rules

This rulesheet gives the general rules. Cards may add special rules, so in most cases when the rulesheet disagrees with a card, follow the card. However, ignore any card effect that might seem to contradict one of the rules listed below unless the card *explicitly* says it supersedes that rule!

1. Nothing can reduce a player below Level 1, although card effects might reduce a player's or a monster's combat strength (p. 2) below 1.
2. You go up a level after combat only if you *kill* a monster.
3. You cannot collect rewards for defeating a monster (e.g., Treasure, levels) in the middle of a combat. You must finish the fight before gaining any rewards.
4. You must *kill* a monster to reach Level 10.

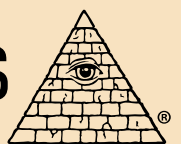
Any other disputes should be settled by loud arguments, with the owner of the game having the last word. You could also read the *Munchkin* FAQ and errata pages at www.worldofmunchkin.com, or start a discussion at forums.sjgames.com . . . unless it's more fun to argue.

Cards in play may not be returned to your hand – they must be discarded or traded if you want to get rid of them.

Character Creation

Everyone starts as a Level 1 character with no class. (We never get tired of that joke.)

Look at your initial eight cards. If you have any Class cards, you may (if you like) play one by placing it in front of you. If you have any usable Items (p. 4), you may play them by placing them in front of you. If you have any doubt about whether you should play a card, you could read below, or you could just charge ahead and do it.



Starting and Finishing the Game

Decide who goes first in any way you can agree on. (Snickers.)

Play proceeds in turns, each with several phases (see below). When the first player finishes his turn, the player to his left takes a turn, and so on.

The first player to reach 10th level wins . . . but you must reach 10th level by killing a monster, unless a card *specifically* allows you to win another way.

Turn Phases

At the start of your turn, you may play cards, switch items from “in use” to “carried” or vice versa, trade items with other players, and sell items for levels. When your cards are arranged the way you want, go to phase 1.

(1) Kick Open The Door:

Draw one card from the Door deck and turn it face up.

If it's a monster, you must fight it. See **Combat**. Resolve the combat completely before you go on. If you kill it, go up a level (or *two*, for some especially nasty monsters!) and take the appropriate number of Treasures..

If the card is a trap – see **Traps**, p. 5 – it applies to you immediately (if it can) and is discarded.

If you draw any other card, you may either put it in your hand or play it immediately.

(2) Look For Trouble: If you did NOT draw a monster when you first opened the door, you now have the option of playing a monster (if you have one) **from your hand** and fighting it, just as if you had found it when you kicked open the door. Don't play a monster you can't handle, unless you're sure you can count on getting help!

(3) Loot The Room: If you did not find a monster by kicking open the door and you did not Look For Trouble, you loot the room . . . draw a second card from the **Door** deck, face **down**, and place it in your hand.

If you met a monster but ran away, you don't get to loot the room.

(4) Charity: If you have more than five cards in your hand, you must *play* enough of them to get down to five, or *give* the excess to the player with the lowest Level. If players are tied for lowest, divide the cards as evenly as possible, but it's up to you who gets the bigger set(s) of leftovers. If YOU are the lowest or tied for lowest, just discard the excess.

It is now the next player's turn.

Combat

To fight a monster, compare its **combat strength** to yours. Combat strength is the total of Level plus all modifiers – positive or negative – given by items and other cards. If the monster's combat strength is equal to yours, or greater, you **lose the combat** and must Run Away – see below. If your combat strength totals more than the monster's, you **kill it** and go up a level (two for some big monsters). You'll also get the number of Treasures shown on its card.

Sometimes a card will let you get rid of the monster without killing it. This is still “winning,” but you don't get a level. Sometimes, depending on the card, you might not get the treasure, either.

Some monster cards have special powers that affect combat – a bonus against a Class, for instance. Be sure to check these.

One-shot items may be played directly from your hand during combat. You can also use one-shot items that you already had in play. One-shot items say “Usable once only.” Discard these cards after the combat, whether you win or lose.

Some Door cards may also be played into a combat, such as monster enhancers (see p. 5).

While you are in combat, you cannot sell, steal, equip, unequip, or trade items, or play items (except for one-shots) from your hand. Once you expose a monster card, you must resolve the fight with your equipment as it stands, plus any one-shot items you choose to play.

Discard the monster card, including any enhancers and one-shot items played, and draw treasure (see below). But note: someone may play a hostile card on you, or use a special power, just as you think you have won. When you kill a monster, you must wait a reasonable time, defined as about 2.6 seconds, for anyone else to speak up. After that, you have really killed the monster, and you really get the level(s) and treasure, though they can still whine and argue.

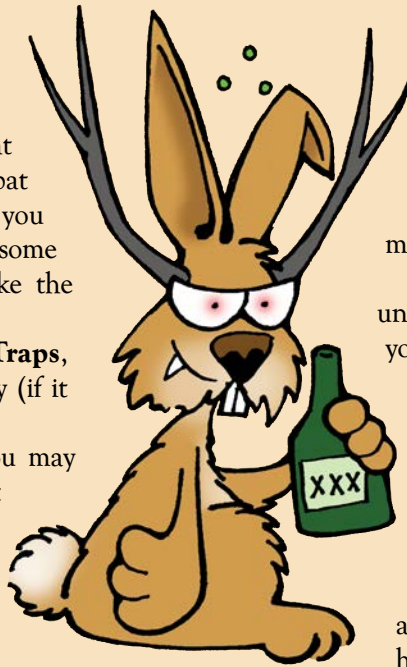
Fighting Multiple Monsters

Some cards (notably Wandering Monster) allow your rivals to send other monsters to join the fight. You must defeat their **combined** combat strengths. Any special abilities, such as fighting with your Level only, apply to the entire fight. If you have the right cards, you can eliminate one monster from the combat and fight the other(s) normally, but you cannot choose to fight one and run from the other(s). If you eliminate one with a card but then run from the other(s), you don't get *any* Treasure!

Asking For Help

If you cannot win a combat on your own, you may ask any other player to help you. If he refuses, you may ask another player, and so on, until they all turn you down or someone helps. Only one player can help you, adding his combat strength to yours. Anyone can play cards to affect your combat, however!

You can bribe someone to help. In fact, you'll probably have to. You may offer your helper any Item(s) you are currently carrying, or any number of the Treasure cards the monster has. If you offer him part of the monster's treasure, you must agree whether he picks first, or you pick first, or whatever.



The special abilities or vulnerabilities of the monster also apply to your helper, and vice versa. For instance, if you are not a Cowboy, but a Cowboy helps you, the **Mechanical Bull** will be at a -3 against you. But if you are facing the **Killer Jalapeño** and a Dude helps you, the foe's combat strength is *increased* by 3 (unless you, too, are a Dude and the foe's combat strength has *already* been increased . . . don't increase it twice).

If someone successfully helps you, the monster is slain. Discard it, draw treasure (see below), and follow any special instructions on the monster card. **You** go up a level for each slain monster. Your helper does **not** go up. **You** draw the Treasure cards, even if it was your helper's special ability that defeated the monster.

Interfering With Combat

You can interfere with others' combats in several ways:

Use a one-shot item. You could help another player by using a one-shot item against the monster. Of course, you can "accidentally" hit your friend with the one-shot item, and it will count against him.

Play a card to modify a monster. These cards (usually) make a monster stronger . . . and give it more treasure. You can play these either during your own combats or during someone else's combat.

Play a Wandering Monster along with a monster from your hand to join any combat.

Trap them, if you have a Trap card.

Running Away

If nobody will help you . . . or if somebody tries to help, and your fellow party members interfere so the two of you *still* cannot defeat it . . . you must run away.

If you run away, you don't get any levels or treasure. You don't even get to Loot the Room. And you don't always escape unharmed . . .

Roll the die. You only escape on a 5 or better. Some items or abilities make it easier or harder to run away. And some monsters are fast or slow, and give you a penalty or bonus to your roll.

If you escape, discard the monster. You get no treasure. There are usually no bad effects . . . but read the card. Some monsters hurt you even if you get away from them!

If the monster catches you, it does Bad Stuff to you, as described on its card. This may vary from losing an item, to losing one or more levels, to Death.

If two players are cooperating and still can't defeat the monster(s), they must both flee. They roll separately. The monster(s) **CAN** catch them both.

If you are fleeing from multiple monsters, you roll separately to escape each one, in any order you choose, and suffer Bad Stuff from each one that catches you as soon as it catches you.

Discard the monster(s).



Death

If you die, you lose all your stuff. You keep your Class(es) and Level (and any Traps that were affecting you when you died) – your new character will look just like your old one.

Looting The Body: 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 Class or Item cards you want to, just as when you started the game. Then take your turn normally.

Example of Combat, With Numbers and Everything

Miss Kitty is a 4th-Level Dude with the Bowler Hat (+2 to her combat strength, plus an additional +1 because she's a Dude) and Bowie Knife (another +2, for a total of $4 + 3 + 2 = 9$ combat strength). She kicks open the door and finds the Ghost Rider, a Level 8 monster. Miss Kitty's at a 9 and the Ghost Rider is at a 8, so Miss Kitty is winning.

Miss Kitty: Yippie-ti-yi-oh!

Dillon: That Gol-Darned Ghost Rider!

Dillon plays Gol-Darned, adding 5 to Ghost Rider's combat strength. Now Miss Kitty is losing, 13 to 9.

Miss Kitty: Them's fightin' words, pardner!

Dillon: Looks like you could use some help, little lady. (*Dillon is playing a Level 3 Outlaw with the Bullwhip, so his combat strength is 6. Combined with Miss Kitty's 9, they would have 15, enough to defeat Ghost Rider's 13.*)

Miss Kitty: You just get your sorry carcass out of here before I fill it full of arrows, kemo sabe.

Miss Kitty discards her Dude class and plays Indian in its place. She loses the +1 bonus for Headgear that the Dude gave her . . . but gets +2 for each of her items instead (because they have "Bow" in the name), for a total combat strength of 12! In addition, Ghost Rider has -3 against Indians, so now she's winning, 12 to 10.

Dillon: Ambushed!

Miss Kitty: I'm claiming this loot and ridin' off into the sunset unless someone else plans to mess with me. Anyone?

No one says anything, so Miss Kitty goes up a level and claims her treasures – two from the Ghost Rider card, and one extra because it was Gol-Darned. And the game goes on . . .

Treasure

When you defeat a monster, either by killing it or using a card to eliminate it, you get its Treasure. Each monster has a Treasure number on the bottom of its card. Draw that many treasures. Draw *face-down* if you killed the monster alone. Draw *face-up*, so the whole party can see what you got, if someone helped you.

Treasure cards can be played as soon as you get them. Item cards can be placed in front of you. “Go Up a Level” cards can be used instantly. You may play a “Go Up a Level” card on any player at any time.

Character Stats

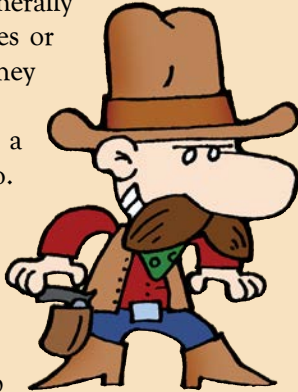
Each character is basically a collection of weapons, armor, and magic items, with two stats: Level and Class. For instance, you might describe your character as “a 9th-level Cowboy with a **Sheriff’s Badge**, a **20-Gallon Hat**, a **Catamount** pulling a **Civil War Cannon**, and a **Crusty Old Prospector Sidekick**.”

Your character’s sex starts off the same as your own.

Level: This is a measure of how generally buff and studly you are. When the rules or cards refer to your Level, capitalized, they mean this number.

You gain a level when you kill a monster, or when a card says that you do. You can also sell items to buy levels (see **Items**).

You lose a level when a card says that you do. Your Level can never go below 1. However, your combat strength can be negative, if you get hit with a trap or have some other kind of penalty.



Level Counters: It’s Not Cheating, It’s Using the Rules!

If you have an iPhone, iPod touch, iPad, or Android phone, you’ll like our Level Counter smartphone app. Just search for “**Munchkin** level counter” or click the link at levelcounter.sjgames.com. Even better, it gives you personal in-game advantages to make your friends jealous . . . which is what being a munchkin is all about!

Class: Characters may be Cowboys, Indians, Outlaws, or Dudes with the appropriate Class card. Each Class has different abilities, shown on the cards. You gain the abilities of a Class the moment you play its card in front of you, and lose them as soon as you discard that card. Some Class abilities are powered by discards. You may discard any card, in play or in your hand, to power a special ability.

You can discard a Class card at any time, even in combat: “I don’t wanna be a Dude any more.” When you discard a Class card, you become classless until you play another class card.

You may not belong to more than one class at once unless you play the **Super Munchkin** card. You may not have two copies of the same Class card in play.

Items

Each Item card has a name, a power, a size, and a value in Gold Pieces.

An item card in your hand does not count until you play it; at that point, it is “carried.” You may carry any number of small items, but only one Big one. (Any item not designated Big is considered Small.)

Anyone can carry any item, but some items have use restrictions: for instance, the **Branding Iron** can only be wielded by a Cowboy. Its bonus only counts for someone who is, at the moment, a Cowboy.

Likewise, you may also use only one headgear, one suit of armor, one pair of footgear, and two “1 Hand” items (or one “2 Hands” item) . . . unless you have a card that lets you ignore these limits (such as **Mutant**). If you are carrying two Headgear cards, for instance, only one of them can help you.

You should indicate items that can’t help you, or extras not being worn, by turning the cards sideways. You may NOT change your used and carried items during a combat or while running away. You cannot discard Item cards “just because.” You may sell items for a level, or *give* an item to another player who wants it. You may discard to power certain Class abilities. And a Trap may force you to get rid of something!

Trading: You may trade Items (but not other cards) with other players. You may only trade items from the table – not from your hand. You may trade at any time except when you’re in combat – in fact, the best time to trade is when it’s not your turn. Any item you receive in a trade must go into play; you can’t sell it until it’s your turn.

You may also give items away without a trade, to bribe other players – “I’ll give you the Civil War Cannon if you *won’t* help Bob fight the Grizzly!”

You may show your hand to others. Like we could stop you.

Selling Items for Levels: During your turn, you may discard items worth at least 1,000 Gold Pieces and immediately 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. You may sell items from your hand as well as those you are carrying. You may *not* sell items to go to Level 10.

When to Play Cards

A quick reference guide . . .

Monsters

If drawn face-up, during the “Kick Open a Door” phase, they immediately attack the person who drew them.

If acquired any other way, they go into your hand and may be played during “Looking For Trouble,” or played on another player with the **Wandering Monster** card.

Each Monster card is a single monster, even if the name on the card is plural.

Undead Monsters

Several monsters in this set are tagged **Undead**. You may play any Undead monster from your hand into combat to help any other Undead, *without* using a **Wandering Monster** card. If you have a card that can be used to make a monster Undead, you may play it with a non-Undead monster to use this rule.

Monster Enhancers

Certain cards, called monster enhancers, raise or lower the combat strength of individual monsters. (Yes, you can have a negative enhancement.) Monster enhancers may be played by any player during any combat.

If there are multiple monsters in a combat, the person who plays each enhancer must choose which monster it applies to.

All enhancers on a single monster add together. If **Ornery**, **Rootin' Tootin'**, and **Hung-Over** are played together, in any order, you are facing an ornery, rootin' tootin', hung-over monster. Good luck . . .

Items – Playing Them

Any Item card may be played to the table as soon as you get it, or at any time during your own turn.

Items – Using Them

Any one-shot item can be played during any combat, whether you have it in your hand or on the table. (Some one-shot items, such as the Wishing Ring, may also be used outside of combat.)

Other items cannot be used unless they are active. Items turned sideways cannot help you, even if you could otherwise legally use them.

Other Treasures

Other Treasure cards are “specials” (like “Go Up a Level”). You may play these at any time, unless the card itself says otherwise. Follow the card’s instructions, then discard it, unless it has a persistent bonus like an Item.

Traps

If drawn face-up, during the “Kick Open a Door” phase, Trap cards apply to the person who drew them.

If drawn face-down or acquired some other way, Trap cards may be played on ANY player at ANY time. **Any** time, do you hear me? Reducing someone’s abilities just as he thinks he has killed a monster is a lot of fun.

Usually, a Trap affects its victim immediately (if it can) and is discarded. However, some Traps give a penalty later in the game or have a continuing effect. Keep these cards until you get rid of the Trap or the penalty takes effect. If someone plays a “your next combat” Trap on you while you are in combat, it counts in *that* combat! (Trap cards you keep as a reminder may not be discarded to power Class abilities. Nice try!)

If a Trap can apply to more than one item, the victim decides which item is lost or trapped.

If a Trap applies to something you don’t have, ignore it. For instance, if you draw **Lose Your Armor** and you have no armor, nothing happens; discard the card.

There will be times when it will help you to play a Trap or Monster on yourself, or to “help” another player in a way that costs him treasure. This is very munchkinly. Do it.

Classes

These cards may be played to the table as soon as they are acquired, or at any time during your own turn. **Super Munchkin** may be played similarly, but you must have a Class to play it.

Yer Trail Buddies

Sidekicks

Sidekicks are found in the Door deck. You can play a Sidekick at any time, even in combat, as long as you have only one Sidekick in play at a time. If you draw a face-up Sidekick, you may put it in your hand if you cannot (or don’t want to) put it in play. You may discard a Sidekick at any time.

A Sidekick is *not* an Item unless it has a price on it (and none of the ones in this set have prices).

A Sidekick can sacrifice himself for you. If you lose a fight, then instead of rolling to run away, you may discard one Sidekick and anything he is carrying. You automatically escape from all monsters in the fight, even if a monster card says escape is impossible. If someone was helping you in the fight, YOU decide whether that person automatically escapes as well, or must roll to escape.

Some Sidekicks give you extra hands, or (in other sets) let you carry an extra Big item. In this case, the Sidekick does not actually have any items . . . he just increases your own abilities. If something happens to the Sidekick, your items are not affected.

Some Sidekicks (not those in this set, heh heh) can specifically carry and use an Item themselves. In some cases, a Sidekick can use an item you cannot use for yourself. The items a Sidekick carries count for you and are affected by Traps and Bad Stuff as though you were carrying them yourself. If your Sidekick has an item:

- If your Sidekick sacrifices himself for you, any items he was carrying are lost.
- If your Sidekick is killed, you loot the body yourself and keep the items.
- If your Sidekick is taken away by a Trap, by Bad Stuff, or by a change in loyalty, the items go with him!

Sidekicks and Monster Bonuses

Each Sidekick in this set is either male or female, and the drawing makes it obvious which. If (for instance) you have the **Schoolmarm** Sidekick and you face a monster that gets a bonus against females, it gets the bonus against you unless you immediately discard the sidekick.

However, Bad Stuff does not affect sidekicks unless it specifically mentions them, so ignore your sidekick’s sex when determining what a monster does to you.

Sidekicks and Sex

Pardner, don’t even THINK about it.

The sex of your hiring does not matter except with monster reactions (above) or if you want to have it carry an item that is male- or female-only. In that case, the Sidekick is of the sex shown on its card. Any card that can change a player’s sex can change a Sidekick’s sex, if someone chooses to use it that way.



Sidekicks and Cheating

A **Cheat!** card can be used to give you an extra Sidekick.

Steeds

Dear to a Munchkin's heart is his loyal Steed. Because, of course, it gives bonuses. Steeds are found in the Door deck.

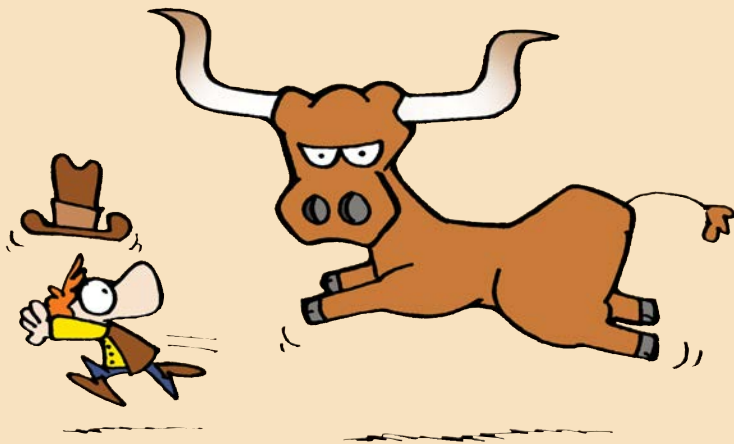
No player can have more than one Steed except by using a **Cheat!** card.

Steeds are Items, and follow normal Item rules. Anything that affects an Item can affect a Steed.

Steeds carry themselves. A Steed is "big," but it does not count against the number of Big items you can carry (in fact, some let you carry more Big things). The "big" designation on Steeds is to control what Traps affect them, and to keep Thieves, in a crossover game, from pocketing them and walking off with them.

There are also a few Items that specifically enhance Steeds. Steeds cannot use items unless the Item card specifically says so, and "item enhancers" don't affect Steed items.

If a Steed has a bonus or penalty to Run Away, that *replaces* the bonus or penalty of the rider. If your Steed gives you a penalty to Run Away, you may discard the Steed before you roll to flee. You don't suffer the penalty, but the Steed card goes to the discard pile.



Treating Steeds as Monsters

A player who draws a face-up Steed may choose to treat it as a monster instead. In that case, its Level is equal to twice the combat bonus at the top of the card, and defeating it is good for one Treasure and one level. The Bad Stuff for any Steed attacked as a monster is "Lose a level."

Super-Sized Munchkin

Studies have shown that 8.4 out of 9.7 **Munchkin** players just can't get enough of the game. Here are some ideas to take your **Munchkin** games to new heights – or lows:

Combining different Munchkin sets. You can mix two (or more) base sets and expansions together for a genre-crossing mega-**Munchkin** adventure! Space plus Old West? Kung fu vampires? No problem!

Expansions. Most of the **Munchkin** core sets have expansions that add still more monsters to kill, new Treasure to loot, and sometimes entirely new kinds of cards. Ask at your friendly local game store, or visit www.warehouse23.com to buy directly from us.

Turn it up to EPIC! Playing to Level 10 just isn't enough for some people. To satisfy their insane cravings, we've created **Epic Munchkin**, a new set of rules that gives all your **Munchkin** sets that high-octane boost you need to make it up to *Level 20!* Look for it on our online PDF store, e23.sjgames.com – it's completely, absolutely FREE!

All of the above!!!

Faster Play Rules

For a faster game, you can add a "phase 0" called **Listen At The Door**. At the start of your turn, draw a face-down Door card, which you may play or not. Then arrange cards and Kick Open The Door normally. If you Loot The Room, draw a face-down **Treasure**, not a Door.

You can also allow shared victories – if a player reaches Level 10 in a fight where he had a helper, the helper also wins the game, no matter what Level he is.

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