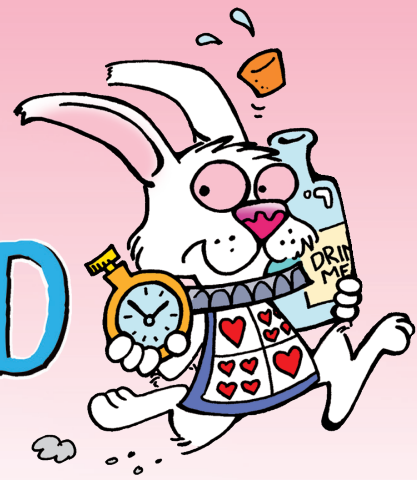


MUNCHKIN WONDERLAND



Thus grew the tale of Wonderland:
Thus slowly, one by one,
Its quaint events were hammered out –
And now the tale is done.

– Lewis Carroll, *Alice's Adventures in Wonderland*

COMPONENTS

- Gameboard
- 100 cards (30 Monsters, 70 Treasures)
- Six player standies
- Two custom six-sided dice

SETUP

Every player chooses a standie and places it in the Entrance, at the center of the board. Shuffle the Monster cards and place them, face-down, in the Monster space on the board. Shuffle the Treasure cards and deal three to each player. Place the remainder face-down in the Treasure space on the board. Choose a player to go first.

CARDS

There are two kinds of cards: Monster cards and Treasure cards.



Monster Cards

The Monster cards are used when you stop in a Room and fight a monster. (See **Fighting a Monster**.) Monster cards always help the monsters on the board.

A few Monster cards say "Draw 2 Monsters!" or even "Draw 3 Monsters!!" If you turn up one of these, draw that many more Monster cards . . . even a weak monster may have several allies!

Treasure Cards

Treasure cards help you fight the monsters so you can get even more Treasure. Curiouser and curiouser . . .

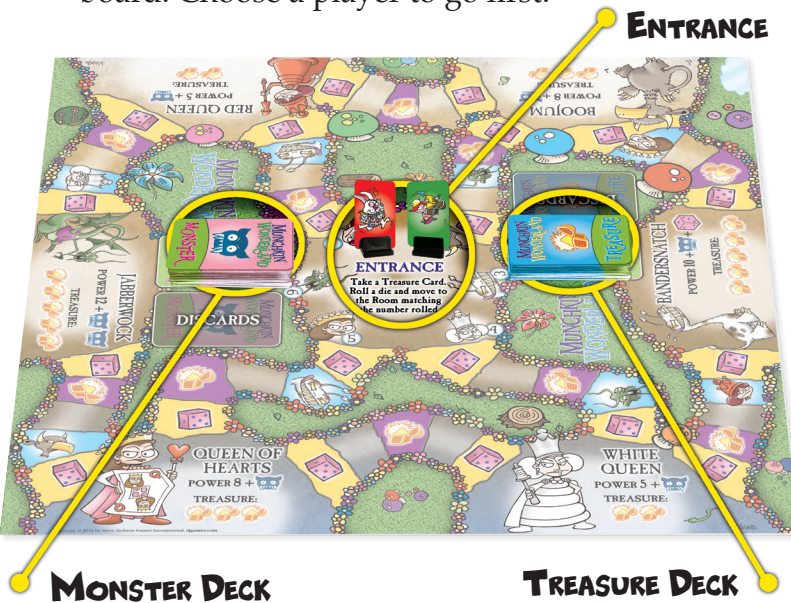
Some of the Treasures are labeled **Friend**. You may play a Friend in front of you as a permanent bonus. You may only have two Friends at once; if you want to play a third Friend, you must discard one of your Friends in play.

Other Treasures give you a one-time bonus when fighting a monster, or let you change a die roll, roll another die, get away from a tough monster . . . even get another Treasure back to use again! After you play a one-time Treasure, put it in the Treasure discard pile.

Treasure cards (except for Friends) are worth Gold. Gold is how you win the game! (See **Ending the Game**.)



GOLD VALUE



ON YOUR TURN

When you start your turn, roll a die. Pick a direction and move that number of spaces.

Some spaces have special effects when you end your movement on them. If you move into the Entrance or a Room, stop, even if you haven't moved all your spaces yet.



The green player rolled a 3. She can move three spaces left or two right, stopping in the White Queen's Room.



Roll Again

When you land on a space with a picture of a die, roll again and take another move!

Monster Spaces

When you land on a space with a picture of a monster, move to that monster's Room and fight (see **Fighting a Monster**).



Treasure Spaces

When you land on a space with a treasure chest, draw a free Treasure card.

The Entrance

When you move into the Entrance, draw one Treasure and roll a die. Move to the Room with the monster matching your roll. (You cannot use "Eat Me" Cake on this roll.)



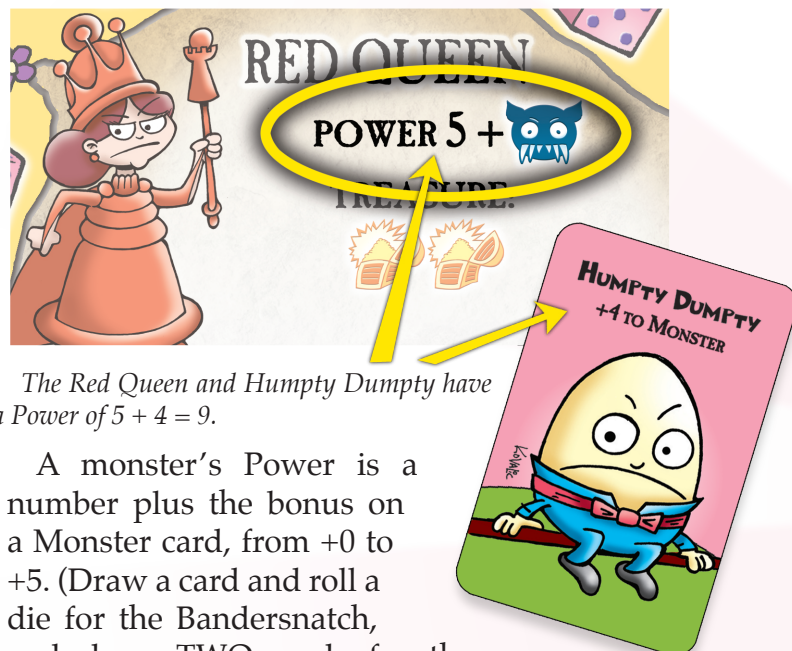
The red player draws a Treasure and rolls a 6. Now he gets to fight the Jabberwock!

Rooms

The board has six Rooms with monsters in them. When you move into a Room, stop and fight a monster. Eeeeek!

FIGHTING A MONSTER

Each munchkin and each monster has a Power. The side with the higher Power wins the fight. (Munchkins win ties!)



The Red Queen and Humpty Dumpty have a Power of $5 + 4 = 9$.

A monster's Power is a number plus the bonus on a Monster card, from +0 to +5. (Draw a card and roll a die for the Bandersnatch, and draw TWO cards for the Jabberwock!) If the Monster deck is empty when you need to draw, shuffle the discards.

Your Power is $4 + 2 + 4 = 10$. You win the fight!



to help, that person moves to the same Room your standie is in. Your helper rolls a die and adds the bonus from his Friends, and can play one-time Treasures if he wants to. If your combined total Power beats the monster, then you win! After you draw your Treasures, show them to everybody and let your helper choose one.

Munchkin Power

Your Power starts as the total bonus from your Friends plus the result of a die roll. After you roll, you can play more Treasures to make yourself stronger or change your die roll if you want, and you can also try to get help (see Getting Help).

If your Power is equal to or higher than the monster's Power, you beat it and take the number of Treasures shown in the Room. If you fought alone, you don't have to show anyone your new Treasures unless you want to.



Blue is close enough to help, if he wants to.



When you beat the Red Queen, draw two Treasures.

If you don't beat the monster, you have to Run Away. Roll a die and move that many spaces away from the Room, then discard one Friend in front of you. (If you don't have any, discard one card from your hand instead.) Ignore any special rules for the space you land in.

After the fight, win or lose, put the Monster card into the Monster discard pile. It's the next player's turn.

Getting Help

You don't always have to fight a monster alone! You can ask any player within six spaces of your Room for help. If someone agrees

Even if you have to Run Away, your helper doesn't. You can have only one helper per fight.

ENDING THE GAME

The game is over when someone draws the last Treasure card – if you need to draw more Treasures than are left in the deck, shuffle the discards and draw the remaining Treasures.

Add up the Gold values of the Treasures still in your hand. The winner is the player with the most Gold. If players are tied for the most Gold, they all win!



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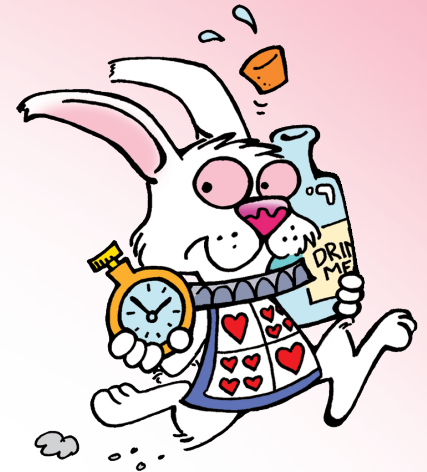
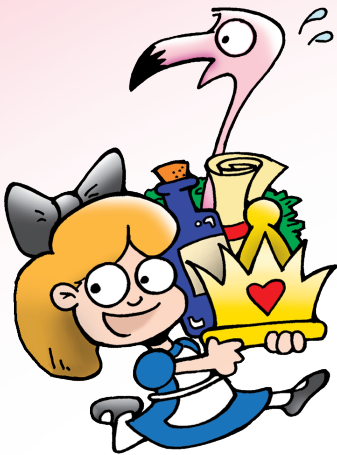
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