

MUNCHKIN FU

GUEST ARTIST EDITION

This special Guest Artist Edition of *Munchkin* is one of a series of limited sets celebrating *Munchkin*. This game has been re-illustrated by John Kovalic, who has illustrated most of our *Munchkin* games . . . but until now, not *Munchkin Fu*! We've placed the artist's signature where a set icon would normally go. Since this set didn't originally have an icon, this worked out great!

For more about all the Guest Artist Edition games, look at munchkin.sjgames.com/guestartists.



THE MUNCHKINS WENT TO THE MOVIES . . .

. . . and now they're charging through the alleys of Hong Kong (or is it Tokyo? They're still arguing). They've become ninja, yakuza, samurai, and monks . . . but they're still killing the monsters and taking their stuff.

This game includes 98 Door cards, 70 Treasure cards, 12 player standies (six male, six female), one gameboard, one six-sided die, and these rules. Three to six can play.

SETUP

Each player takes two standies of the same color and chooses one to place on the space marked "1" on the gameboard. The player's starting sex matches the standie chosen. The other standie goes in front of the player as a color reminder.

Divide the cards into the Door deck and the Treasure deck. Shuffle each deck. Deal four cards from each deck to each player. Place the rest of the cards in the appropriate spaces on the gameboard.

The numbered spaces on the board represent your Level (see p. 2). When your character levels up (or, ugh, down), move your colored standie accordingly. You can never go below Level 1, and once you kill a monster to reach Level 10, you win! It's perfectly fine for more than one player to be at the same Level.

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!



CONFLICTS BETWEEN CARDS AND RULES

This rulesheet gives the general rules. Many cards 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. 3) 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 munchkin.sjgames.com, or start a discussion at forums.sjgames.com . . . unless it's more fun to argue.

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 Style and Class (if any) and the Items you are carrying. Continuing Traps and some other cards also stay on the table after you play them. Cards in play are public information and must be visible to the other players.

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 (see **Charity**, p. 2).

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 and no style. (Heh, heh.) *Munchkin Fu* characters may be either male or female. Your character's sex matches the standie on the board at the start of the game.

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Look at your initial eight cards. If you have any Class or Style cards, you may (if you like) play one of each type by placing it in front of you. If you have any usable Item or Mook cards, 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 Level 10 wins . . . but you must reach Level 10 by killing a monster, unless a card specifically allows you to win outside of combat.

TURN PHASES

Your turn begins as soon as the previous player's turn ends. 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**, p. 3. If the card is a trap – see **Traps**, p. 5 – it applies to you immediately (if it can) and is discarded (unless it has a persistent effect or you keep the card as a reminder of an upcoming effect).

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

(2) Look For Trouble/Loot The Room: If you fought a monster in phase 1, skip this phase and go to phase 3.

If you did NOT draw a monster when you first opened the door, you have two choices: either **Look For Trouble** or **Loot The Room**.

Look For Trouble: Play a monster *from your hand* and fight 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 (see p. 4)!



Loot The Room: Draw a second card from the **Door** deck, face **down**, and place it in your hand.

(3) Charity: If you have more than five cards in your hand,

you must play enough cards to get you to five or below. If you cannot, or do not want to, you must give the excess cards 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.

As soon as you are finished with Charity, the next player's turn begins.

WHEN YOU MAY TAKE ACTIONS

You may perform these actions at any time:

- Discard a Class or Style.
- Play a **Go Up a Level** or **Mook**.
- Play a Curse.

You may perform these actions at any time, as long as you are not in combat:

- Trade an Item with another player (the other player may not be in combat, either).
- Change which Items you have equipped.
- Play a card that you have just received (some cards may be played even during combat; see above).

You may perform these actions on your own turn:

- Play a new Class or Style card (at any time).
- Sell Items for levels (except when you are in combat).
- Play an Item (most Items cannot be played during combat, but some one-shot Items can; see p. 3).

CHARACTER STATS

Each character is basically a collection of weapons, armor, and magic items, with three stats: Level, Class, and Style. For instance, you might describe your character as “a Level 9 Ninja with **Wire Fu**, **Five Year Toenails**, and the **Dragon Tooth Katana**.”

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**, p. 3).

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 trapped or backstabbed.

Class: Characters may be Ninja, Yakuza, Samurai, or Monks. If you have no Class card in front of you, you have no Class. 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. Note that if you have NO cards in your hand, you cannot “discard your whole hand.” See the Class cards for when abilities can be used.

COMBAT: BASIC RULES

When you fight a monster, you compare your **combat strength** (your Level plus any bonuses or penalties) against the monster's combat strength. If your combat strength is greater, you win! If it is tied or lower, the monster wins.

For the full explanation, see **Combat**, p. 3.

You can discard a Class card at any time, even in combat: “I don’t wanna be a Ninja 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.

Styles: There are 12 of these, each a unique fighting form that gives certain advantages. You gain these advantages the moment you play its card in front of you, and lose them as soon as you lose or discard that card. You can discard a Style at any time, even in combat.

You may only have one Style at a time. **Exceptions:** Monks may have two, and some cards allow you to learn extra Styles.

SUPER MUNCHKIN AND EXTRA STYLE

Super Munchkin may be played whenever it is legal to play a Class, as long as you have a Class card to attach to it. If you play **Super Munchkin** with one Class, you get all the advantages of being that Class (the ability to equip Class-only Items, monsters with penalties against that Class suffer those penalties) and none of the disadvantages (you can equip Items forbidden to that Class, and monsters do not get bonuses because of your Class). If the Class has an ability that has a cost, however, you must still pay it – you aren’t that Super!

Extra Style may be played whenever it is legal to play a Style, and does *not* have to be played with a Style card.

You cannot have more than one of the same Class or Style card in play at once.

STYLE ENHANCEMENTS

Dancing and **Drunken** are Style Enhancements. You must have a Style to play these on. Lose the Enhancement when you lose the Style it is attached to.

LEVEL COUNTERS: IT’S NOT CHEATING, IT’S USING THE RULES!

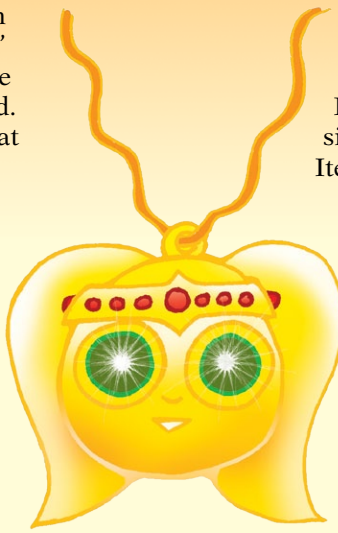
If you have an iOS or Android device, you’ll like our Level Counter smartphone app. Just search for “**Munchkin** level counter” or click the link at levelcounter.sjgames.com. Even better, it gives you personal *in-game* advantages to make your friends jealous . . . which is what being a munchkin is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

TREASURES

Treasure cards include permanent and “one-shot” cards. Any Treasure card may be played to the table as soon as you get it, or at any time on your own turn *except* during combat (unless the rules below or the card itself says otherwise).

ITEMS

Most Treasures are Items. Items have a Gold Piece value. “No Value” is equivalent to zero Gold Pieces, and a “No Value” card is considered an Item.



All Items you have in play are considered “carried.” Items that are actually giving you a bonus are “equipped.” You should indicate Items that are not equipped by turning the cards sideways. You may not alter the status of your Items during a combat or while running away.

Anyone can *carry* any Item, but you may *equip* 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 **Cheat!**, or unless one of the cards says otherwise. If you are carrying two Headgear cards, for instance, you can equip only one of them at a time.

Likewise, some Items have restrictions: for instance, the **Ninja Mask** can only be worn by a Ninja. Its bonus only counts for someone who is, at the moment, a Ninja.

You cannot discard Item cards “just because.” You may *sell* Items for a level, *trade* Items with other players, or *give* an Item to another player who wants it (see below). You may discard Items to power certain Class abilities. And a Curse or a monster’s Bad Stuff (see p. 5) 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 **Strangling Cord of Eternal Friendship** if you won’t help Bob fight the **Dragon Lady!**”

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. (“No Value” cards are the same as zero Gold Pieces.) 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.

“ONE-SHOT” TREASURES

A Treasure card that says “Usable once only” is often called a “one-shot” Treasure. Most of these are used during combat to strengthen the munchkins or the monsters, and may be played from your hand or from the table. Some have other effects, however, so read the card carefully! Discard these cards as soon as the combat is over or their effect is resolved.

One-shot Treasures with a Gold Piece value may be sold for levels, just like other Items.

OTHER TREASURES

Other Treasure cards (like **Go Up a Level** cards) are not Items. Most of these cards say when they can be played, and whether they stay in play or are discarded. A couple of specific examples:

Go Up a Level cards may be played on yourself or any other player at any time, even during combat. Discard them once they are played. **Exception:** You cannot play a **Go Up a Level** card to give a player the winning level!

Mooks may be played at any time, on any 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 p. 5). If your combat strength totals more than the monster's – note that monsters win ties! – you **kill it** and go up a level (two levels 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. Unless the ability says otherwise, you don't get the Treasures, either.

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

You and the other players may play one-shot Treasures or use Class or Style abilities to help or harm you in your combat. Some Door cards may also be played into a combat, such as Monster Enhancers (see below).

Remember: while you are in combat, you cannot sell, equip, unequip, or trade Items, or play Treasures from your hand, unless these rules or the card says otherwise.

If you kill a monster (or monsters!), discard the monster(s) and any other cards played, and claim your rewards. 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 Treasures, though they can still whine and argue.

MONSTERS

If drawn face-up, during the **Kick Open The 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 your own turn to **Look For Trouble**, or played to join another player's fight with the **Wandering Monster** card. (See **Fighting Multiple Monsters**, below.)

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

INTERFERING WITH COMBAT

You can interfere with others' combats in several ways, including:

Use a one-shot card. You could help another player by using a one-shot to strengthen his side. Of course, you can “accidentally” strengthen the monster with it, instead . . .

Play a Monster Enhancer. 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.

Add a monster from your hand to join the combat, either with a **Wandering Monster** card or by using the special Undead or Hong Kong monster rules.

Trap them, if you have a Trap card.

MONSTER ENHANCERS

Certain cards, called Monster Enhancers, raise or lower the combat strength of individual monsters. (Penalties to monsters

are still considered Enhancers.) Monster Enhancers may be played by any player during any combat.

All Enhancers on a single monster add together. If there are multiple monsters in a combat, the person who plays each Enhancer must choose which monster it applies to.

Exception: Anything that enhances a monster also enhances its Stunt Double . . . if **Hopped Up On Lotus**, **Demon-Possessed**, and **Stunt Double** are played on a single monster, *in any order*, you are facing a Hopped-Up, Demon-Possessed monster and its Hopped-Up, Demon-Possessed Stunt Double. Good luck . . .



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 forcing you to fight 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 Away from the other(s). If you eliminate one monster, but then run from the other(s), you don't get *any* levels or Treasure!

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.

Hong Kong

Whenever any “Hong Kong” monster appears, any player may play any other Hong Kong monster from his hand to help it out.

Whenever a Hong Kong monster appears, any player may give that monster any Hong Kong item from his hand or his own collection of Items. He must specify which monster he is helping. Ignore the “Hands” requirement and special powers or limitations of items given to monsters. Only the combat bonuses count, and the items are discarded after the combat ends.

Example: Mia kicks open a door and encounters the **Hong Kong Tong**. Andrew takes **Hong Kong Kong** from his hand and sends him into the fight. Erik takes the **Hong Kong Bong** from his hand and gives it to Kong; its +2 bonus counts for Kong. Rachel is currently wearing the **Hong Kong Thong**, but removes it and gives it to Kong. Its +2 bonus also counts for Kong.

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'll probably have to bribe someone to help. 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. You may also offer to play any cards from your hand that you legally could, such as **Go Up a Level** cards, on your helper.

EXAMPLE OF COMBAT, WITH NUMBERS AND EVERYTHING

Riley is a 4th-Level Monk with Clown Fu (which gives him a +3 to his combat strength). He kicks open the door and finds the Hong Kong Tong, a Level 2 monster. Riley's at a 7 and the Tong is at a 2, so Riley is winning.

Riley: Die, dishonorable criminals!

Takako: The dishonorable criminals regret to inform you that they have equally dishonorable allies.

Takako plays the Hong Kong Cong, adding 12 to the monsters' combat strength. Now Riley is losing, 14 to 7.

Riley: Your ancestors weep at your treachery.

Takako: Yeah, whatever. You gotta run, monk boy.

Riley: Don't be silly. I was Trained By A Master.

Riley uses his Monk power and plays Trained By A Master to give himself a +10 bonus for this fight.

Riley: That's +10 to me, so now I'm winning, 17 to 14. Does anyone else feel like testing the strength of my kung fu?

No one says anything, so Riley goes up two levels, one for each monster, and claims four treasures – one from the Hong Kong Tong and three from the Hong Kong Cong. And the game goes on . . .

The special abilities or vulnerabilities of the monster also apply to your helper, and vice versa. For instance, if you are not a Monk, but a Monk helps you, the **Tiger Ghost** will be -2 against you. But if you are facing the **Hong Kong Cong** and a Samurai helps you, the monster's combat strength is increased by 4 (unless you, too, are a Samurai and the monster's combat strength has already been increased).

If someone successfully helps you kill the monster, discard it, draw Treasures (see **Rewards**, below), and follow any special instructions on the monster card. You level up for each slain monster. Your helper does *not* go up any levels. *You* draw the Treasure cards, even if it was your helper's special ability that defeated the monster, and distribute them according to the agreement you reached.

REWARDS

When you kill a monster, you get one level per monster, unless the Monster card says something else, and you get all its Treasure! Each monster has a Treasure number on the bottom of its card. Draw that many Treasures, modified by any Monster Enhancers played on it. 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.

If you defeat a monster by nonlethal means, you do not get a level and you may or may not get the Treasure, depending on the method.

Treasure cards can be played as soon as you get them, even if you are the helper.



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. 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 Styles and Items 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 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.

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.

Once you have resolved all Run Away rolls, discard the monster(s).

DEATH

If you die, you lose all your stuff. You keep your Class(es), Style(s), Style Enhancement(s), and Level (and any Traps that were affecting you when you died) – your new character will look just like your old one. If you have **Extra Style** or **Super Munchkin**, keep those as well. Once you have died, you don't have to Run Away from any remaining monsters.

Looting The Body: Lay out your hand beside the cards you had in play (making sure not to include the cards mentioned above). If you have two cards that are linked (for instance, an Item with an Item Enhancer or an Item plus a **Cheat!** card), separate those cards. Starting with the player with the highest Level, everyone else chooses one card . . . in case of ties in Level, roll a die. If your corpse runs out of cards, tough. Once everyone gets one card, discard the rest. Looted cards go into players' hands.

Dead characters cannot receive cards for any reason, not even Charity, and cannot level up or win the game.

When the next player begins his turn, your new character appears 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 Class, Style, or Item cards you want to, just as when you started the game. Then take your turn normally.

TRAPS

If drawn face-up, during the **Kick Open The 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 then 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. (Trap cards you keep

MORE MUNCHKIN!

Visit munchkin.sjgames.com for news, errata, updates, Q&A, and much more. To discuss *Munchkin* with our staff and your fellow munchkins, visit our forums at forums.sjgames.com. Check out munchkin.sjgames.com/resources.html for reference cards, playmats, and dozens of links.

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The URL for this set is munchkin.sjgames.com/guestartists/fu-kovalic.

as a reminder may not be discarded to power Class abilities. Nice try!

Note: If someone plays a “your next combat” Trap on you while you are in combat, it counts in *that* combat! The same is true for a “your next turn” Trap played during your turn.

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. (Some Traps have alternate effects, though, so read 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.

MOOKS

If you draw a Mook, either face-up or face-down, you may play him immediately or keep him in your hand for later. You may play him at any time, even in combat, as long as you have only one Mook in play at a time. You may discard Mooks at any time. You may not trade Mooks . . . they are not Items.

Any card that gives bonus levels to monsters (see **Monster Enhancers**, p. 4)



can be played on a Mook, and stays with him as long as he lives. Only one such card can be played on each Mook.

A Mook can sacrifice himself for you. If you lose a fight, then instead of rolling to run away, you may discard a Mook. 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.

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. These add still more monsters to kill, new Treasure to loot, and sometimes entirely new kinds of cards. Ask for all the *Munchkin* sets and expansions at your local game or comic store – find it using our Store Finder; gamerfinder.sjgames.com – but if you don't have a local store, we'll be happy to sell them directly to you at warehouse23.com.

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 at munchkin.sjgames.com/epic – 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 before doing anything else, 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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Rules version 1.71 (Deluxe) (May 2016).

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