

# MUNCHKIN STEAMPUNK GIRL GENIUS

*Girl Genius* is a super-popular webcomic by Phil and Kaja Foglio. It's set in a very steampunky world, and the heroine, Agatha Heterodyne, is a mad scientist and inventor. Or, as polite people put it, a "Spark."

This set includes Agatha, her friends and foes, and rules for becoming a Spark and using Mad Science to improve your Items - the better to destroy your foes, grab their Stuff, and win!

## RULE UPDATES

Since *Munchkin Steampunk* was published, we have updated a couple of rules for all *Munchkin* games. Here they are:

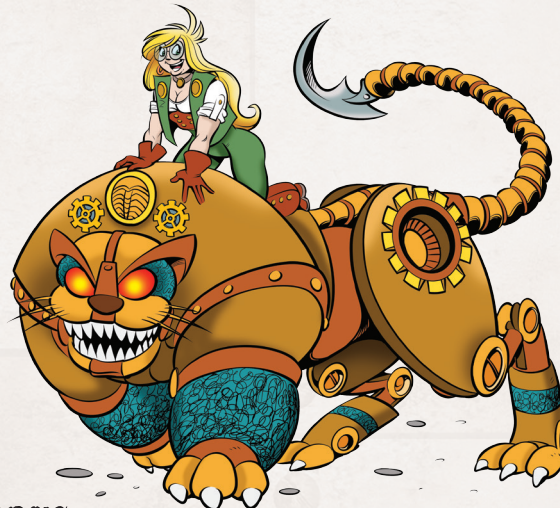
- Regardless of what a card or rule says, you cannot *force* another player to help if you are fighting for the winning level. (If they chose to help, that's their own fault!) If you have a helper in a fight that turns into a fight for the win, the helper is kicked out of the combat without penalty.
- If all monsters are removed from a combat, the combat ends immediately.

## COMPANIONS

Companions are the same as Allies, Hirelings, Sidekicks, etc. from other sets. They have the following rules:

- Companions may be played or discarded at any time.
- You may have only one Companion in play unless you use a **Cheat!** card to have another.

- Companions may give you a combat bonus and/or other fantastic abilities. Read the card!
- You may sacrifice a Companion (by discarding it) to automatically Run Away from all the monsters in a combat, rather than having to roll. If someone was helping you, you decide whether your Companion's sacrifice also works for your helper.



## SPARKS

You can become a Spark by playing a **Spark** card. It may be played at any time you could play a Class card, and may be discarded at any time.

When you become a Spark, and at the start of each of your turns until you stop being a Spark, you may pick any Item you have in play and roll the die to "Sparkify" it:

**1 or less** - If the Item has tokens on it, flip all its tokens. If it does not, it can't handle the Sparkification process and explodes - discard it!

**2** - If the Item has tokens on it, remove one token. If it does not, add a **+1 Run Away** token.

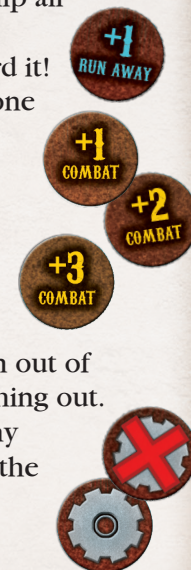
**3-4** - Add a **+1 combat** token.

**5** - Add a **+2 combat** token.

**6** - Add a **+3 combat** token.

You may put more than one token on an Item, and the bonuses *do* stack. If you run out of tokens, you're a Spark and can figure something out.

If your Item goes to another player for any reason, the tokens go with it. If you discard the Item, the tokens go back into the stockpile.



## More Munchkin!

**Munchkin** comes in lots of flavors! You can get classic fantasy, sci-fi, superheroes, pirates, cowboys, the apocalypse, steampunks, and zombies . . . and they're all compatible!

Visit [munchkin.game](http://munchkin.game) for errata, updates, Q&A, and much more. To discuss **Munchkin** with our staff and your fellow munchkins, visit our forums at [forums.sjgames.com/munchkin](http://forums.sjgames.com/munchkin). Check out [munchkin.game/gameplay/resources](http://munchkin.game/gameplay/resources) for reference cards, playmats, and dozens of links.

All the **Munchkin** games should be available at your local game or comic store - find it using our Store Finder, [gamerfinder.sjgames.com](http://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](http://warehouse23.com).

Warehouse 23 also includes our PDF store, with free **Munchkin** accessories and rules.


Use the **#PlayMunchkin** hashtag on social media to get our attention!

**Twitter.** Our Twitter feed often has **Munchkin** news (or bonus rules!): [twitter.com/SJGames](https://twitter.com/SJGames).

**Facebook.** Connect with other fans on our pages for **Munchkin** ([facebook.com/sjgames.munchkin](https://facebook.com/sjgames.munchkin)) and Steve Jackson Games ([facebook.com/sjgames](https://facebook.com/sjgames)).

**Instagram.** We post lots of pictures of new **Munchkin** stuff to [instagram.com/stevejacksongames](https://instagram.com/stevejacksongames).

For more information about this **Munchkin** game, go to [munchkin.game/products/games/munchkin-steampunk/munchkin-steampunk-girl-genius](http://munchkin.game/products/games/munchkin-steampunk/munchkin-steampunk-girl-genius).

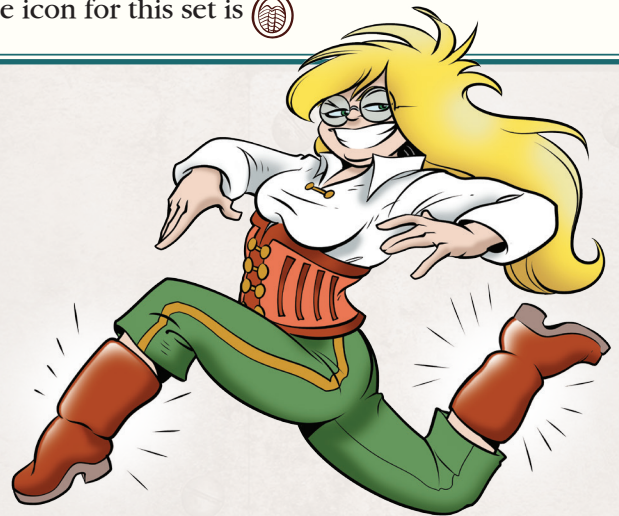
The icon for this set is 

## MORE GEARS!

Several cards in this expansion are Gears cards. If you can't tell from the art or just want a definite list, here you are:

Monsters: **Fun-Sized Mobile Agony and Death Dispenser, Geister Spider, Guard Clank, Martellus, Rogue Jagers, Smoke Knight, Snake Clank**

Treasures: **Circus Gun, Clank Gun, Dinosaur Arm, Flame Pistol, Frzzzazzk Gun, Invisible Bug Zapper, Jager Hat, Mini Castle Heterodyne, Reflex Armor, Smilin' Stev, Sonic Gun, Sparky Shoes**



Designed by Steve Jackson

An expansion for Steve Jackson's **Munchkin Steampunk**

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