



MUNCHKIN[®] ZOMBIES



BRAAAAAIIIIINNNSSS!

The munchkins are dead, but that won't stop them! They're zombies, and they go up levels by eating tasty BRAAAIINNNS!

Munchkin Zombies is based on the original *Munchkin* and can be combined with it or with any other *Munchkin* set (see the last page).

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

The foes in this game are mostly normal people just trying not to get eaten, but the rules still refer to "monsters," for consistency with earlier games. You're zombies. You don't know any better. The foes that are not normal people are rogue zombies. They're just as tasty as everyone else.

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 Mojo and Powers (if any) and the Items you are carrying. Continuing Curses 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 zombie with no Mojo. (This is a zombie movie, so no one has any class.)

Look at your initial eight cards. If you have any Mojo cards, you may (if you like) play one by placing it in front of you. If

you have any usable Items (p. 3), 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 agreeable manner. Heh, heh.

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 another way.



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. 4) 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, and you cannot force another player to help you do it.

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.game, or start a discussion at forums.sjgames.com/munchkin . . . unless it's more fun to argue.



When You May Take Actions

You may perform these actions at any time:

- ☞ Discard a Mojo or Power.
- ☞ Play a **Go Up a Level**.
- ☞ 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 Mojo or Powers 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).

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. 4. If the card is a curse – see **Curses**, p. 6 – it applies to you immediately if it can. It is then 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.

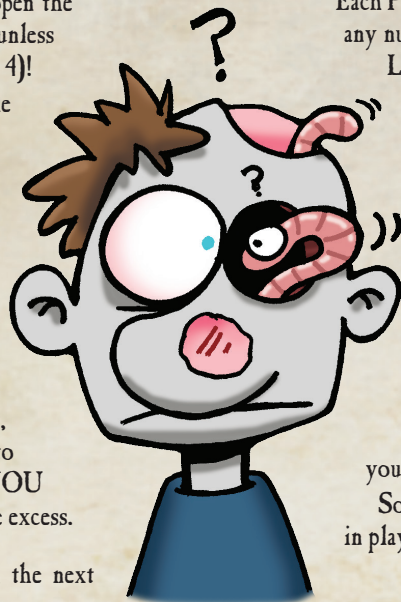
If you did NOT draw a monster when you first opened the door, you have two choices: either **Look For Trouble** or **Loot The Room**.

Look For Trouble: Play a monster *from your hand* and fight it, just as though 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 – for instance, you can play Curses, sell Items from your hand, or play Items to the table. If you cannot reduce your hand to five cards, or do not want to, you must give the excess cards to the player with the lowest Level. If other 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.



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. 4.

CHARACTER STATS

Each character is basically a collection of weapons, armor, and magic items, with three stats: Level, Mojo, and Powers. For instance, you might describe your character as "a Level 9 Fast Stealthy Atomic Zombie with **Glowing Talons** and a **Shopping Cart**."

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 the number in the space where your standie is.

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 you do. Your Level can never go below 1. However, your combat strength can be negative, if you get hit by a Curse or suffer some other kind of penalty.

Mojo: Your "Mojo" is the source of your special zombie abilities. Characters may be Atomic, Plague, or Voodoo Zombies. If you have no Mojo card in front of you, you are just a boring ordinary zombie.

Each Mojo has different abilities, shown on the cards. You gain the abilities of a Mojo the moment you play its card in front of you, and lose them as soon as you discard that card. Some Mojo abilities are powered by discards. You may discard any card, in play or in your hand, to power a special ability. See the Mojo cards for when abilities can be used.

You can discard a Mojo card at any time, even in combat: "I don't wanna be a Plague Zombie anymore." When you discard a Mojo card, you become just a plain zombie until you play another Mojo card.

Powers: There are six of these horrible undead abilities (and 15 cards, because each one appears multiple times). You gain the advantages the moment you play its card in front of you, and lose them as soon as you lose or discard that card.

Each Power in *Munchkin Zombies* has a Rank of 2, 3, or 4. You may have any number of Powers as long as their total Rank does not exceed your Level. There are no Rank 1 Powers in this game, so starting zombies can have no Powers.

Powers are treated like Mojos. You can't trade them to other players, but you may play a Power from your hand at any time you can legally use it. You may not play Powers that you cannot legally use. But you may discard Powers at any time and replace them with Powers from your hand.

If your Level goes down to less than the total Rank of your Powers, you must discard some Powers so that their total Rank is once again less than or equal to your Level.

Duplicate Power cards give no extra effect.

When you die, you keep all the Powers you have in play, just as you keep your Mojo.

Some Powers may require discards to use. You may discard any card, in play or in your hand, to power a Power.

Double Mojo

This card may be played whenever it is legal to play a Mojo, as long as you have a Mojo card to attach it to. You cannot have more than one of the same Mojo card in play at once.

If you play **Double Mojo** with a single Mojo, you get all the advantages of being that Mojo (the ability to equip Mojo-only Items, and monsters with penalties against that Mojo suffer those penalties) but none of the disadvantages (you may equip Items forbidden to that Mojo, and monsters do not get bonuses because of your Mojo). If the Mojo has an ability that has a cost, however, you must still pay it.

If you play **Double Mojo** while you have two Mojoes, you have all the normal advantages and disadvantages of both Mojoes.

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 Treasure cards. 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.

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 (except for extra Big items; see below), 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 **Diseased Spit** can only be wielded by a Plague Zombie. Its bonus only counts for someone who is, at the moment, a Plague Zombie.

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 Mojo and Power abilities. And a Curse or a monster's Bad Stuff (see p. 5) may force you to get rid of something!

Big Items: You may carry any number of Small items, but only one Big one. (Any item not marked Big is considered Small.) You may not discard one Big item to play another; you must sell the first Item, trade it, lose it to a Curse or Bad Stuff, or discard it to power a Mojo or Power ability.

If something lets you have more than one Big item (for instance, the **Strong Power**) and you lose that Item or ability, you must either correct the problem



immediately or get rid of all but one Big item. If it's your turn and you're not in combat, you can sell the excess Big items (as long as you have at least 1,000 Gold Pieces of Items to sell). Otherwise, you must give them to the lowest-Level player(s) who can carry them! If any Big items are still left over, discard them.

Trading: You may trade Items (but no 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 or your trading partner are in combat – in fact, the best time to trade is when it's not your turn. Any Item you receive in a trade must remain in play.

You may also give Items away without a trade, to bribe other players – "I'll give you my **Arm and a Leg** if you *won't* help Bob fight the **Action Hero!**"

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

Selling Items for Levels: At any point during your turn except during combat or Running Away, you may discard Items worth a total of 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 Items with a Gold Piece value may be sold for levels, just like other Treasures.

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. **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!

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 greater than yours or equal (monsters win ties!), you **lose the combat** and must Run Away (see p. 5). If your combat strength totals more than the monster's, 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 card says otherwise, you don't get the Treasures, either. If the last monster is removed from a combat, it ends instantly.

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

You and the other players may play one-shot Treasures or use Powers or Mojo 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).

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!

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, monsters immediately attack the person who drew them.

If you get a monster card any other way, it goes into your hand and may be played during your own turn to Look For Trouble, or played with the Wandering Monster card to join another player's fight. (See Fighting Multiple Monsters, below.)

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

Monster Enhancers

Certain cards, called monster enhancers, raise or lower the combat strength of individual monsters. (Penalties to monsters are still considered enhancers.) They also affect the number of Treasures the monsters are worth. 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.

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!

Hordes of Zombies!

Several monsters in this set are rogue zombies. They are all 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.

If you're blending Munchkin Zombies with other Munchkin sets, the Undead from those sets can join the horde, too! (Clerics from the original Munchkin get bonuses against all Undead monsters, even if those Clerics are zombies themselves.)

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 Voodoo Zombie yourself, and a Voodoo Zombie helps you against the Nun, the monster is -2 against you. But if you are facing the Tax Man and a Voodoo Zombie helps you, the monster's combat strength is increased by 5.

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.

A few cards or abilities allow you to compel another player to help you in combat. These abilities do not work if you are fighting for the win – and if you force someone to help and then the fight becomes one for the win, your helper gets to back out without penalty. However, if you voluntarily help someone, you don't get to back out just because they're about to win the game – so pay attention!

Interfering With Combat

You can interfere with others' combats in several ways:

Use a one-shot card. You could help another player by throwing a one-shot at his foe. Of course, you can "accidentally" hit your friend with the card, 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.

Curse them, if you have a Curse card.

Rewards

When you kill a monster, you get one level per monster, unless the monster card says something else . . . and you get 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.

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 might make it easier or harder to run away from all monsters. And some monsters are fast or slow, and give you a penalty or bonus to your roll for that monster only.



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 for each monster, in whatever order they like. (If they can't decide, roll the die; the high roller decides who Runs Away first.) 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

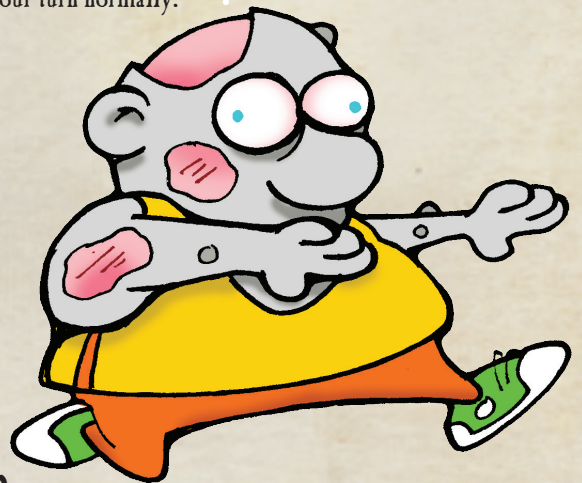
If you die, you lose all your stuff. You keep your Mojo(s), Powers, and Level (and any Curses that were affecting you when you died) – your new character will look just like your old one. If you have **Double Mojo**, keep that as well. Once you have died, you don't have to Run Away from any remaining monsters.

Looting The Body: Lay out your hand beside the cards you had in play. 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 or win the game.

When the next player begins his turn, your new character appears and can help others in combat with his Level and Mojo or Powers . . . but you have no cards, unless you receive Charity or gifts from other players.

On *your* next turn, start by drawing four face-down cards from each deck and playing any legal cards you want to, just as when you started the game. Then take your turn normally.



CURSES

If drawn face-up, during the Kick Open The Door phase, Curse cards apply to the person who drew them.

If drawn face-down or acquired some other way, Curse 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 Curse affects its victim immediately (if it can) and is discarded. However, some Curses give a penalty later in the game or have a continuing effect. Keep these cards until you get rid of the Curse or the penalty takes effect. If someone plays a "your next combat" Curse on you while you are in

Example of Combat, With Numbers and Everything

Feral Carol is a 4th-Level Atomic Zombie with the Glowing Talons (which gives her a +3 to her combat strength). She kicks open the door and finds the Pizza Guy, a Level 6 monster. Carol is at a 7 and the Pizza Guy is at 6, so Carol is winning.

Carol: Want pizza! With BRAAAIINNS!

Stiff Biff: Pizza is fattening. I'm only doing this to help you.

Biff plays **With A Shotgun**, adding 5 to the Pizza Guy's combat strength. Now Carol is losing, 11 to 7.

Carol: You baaaaad zombic. Me remember this as long as me . . . can.

Biff: I sorry. BRAAAAINS! I help you now? (*Biff is playing a Level 5 zombie with no special powers, but he is armed with An Arm and a Leg, worth +5, so his combat strength is 10. Combined with Carol's 7, they would have 17, easily enough to defeat the Pizza Guy's 11.*)

Carol: Hah. Why you hurt me and then help me? (*Carol reads the Pizza Guy's card and figures it out.*)

Carol again: Hey, whoever helps me eat this guy gets a level. So I don't feel like offering treasure. Who wants to help me for free?

Icky Nicky: Sure. Me strong. Me help you for free! (*Nicky is only Level 3, but she is armed with Another Zombie – worth +4 – and has the Birdhouse, worth another +4, on her head. So she has a combat strength of 11.*)

Carol: Nicky's lower Level than anybody, so I'm taking that deal unless anybody makes a better offer. No? OK, Nicky, it's a deal. We're going for it unless anybody messes with us more . . .

No one says anything, so the Pizza Guy is defeated, despite his shotgun. Carol goes up a level and claims the Pizza Guy's treasures – two from the Pizza Guy card, and one extra because of **With A Shotgun**. They're all face up, because she had a helper, so everybody sees what she gets. Nicky gets no treasures, but she goes up a level, because that's the special rule on the Pizza Guy card. And the game goes on . . .

More Munchkin!

Visit munchkin.game 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/munchkin. Check out munchkin.game/gameplay/resources for reference cards, playmats, and dozens of links.

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.

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Instagram. We post lots of pictures of new Munchkin stuff to instagram.com/stevejacksongames.

The URL for this set is munchkin.game/products/games/munchkin-zombies/.

combat, it counts in *that* combat! (Curse cards you keep as a reminder may not be discarded to use Mojo abilities or Powers. Nice try!)

If a Curse can apply to more than one Item, the victim decides which Item is lost or Cursed.

If a Curse applies to something you don't have, ignore it. For instance, **Bass Ackwards** makes you lose the Armor you are wearing. If you have no Armor, nothing happens; discard the card.

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



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, storefinder.sjgames.com – but if you don't have a local store, we'll be happy to sell them directly to you at warehouse23.com.

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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