



Grab your trusty wrench, put on your top hat, and prepare to defeat the monsters and grab the treasure . . . with the power of SCIENCE!

This game includes 168 cards, a custom six-sided die, and these rules. Three to six can play. You will need 10 tokens (loose cogs, watch springs, whatever - or any gadget that counts to 10) for each player.

And remember . . . SCIENCE!

SETUP

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! This has not happened since the Great Phlogiston Disaster of 1889, but still, just in case, we have a rule.

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 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.

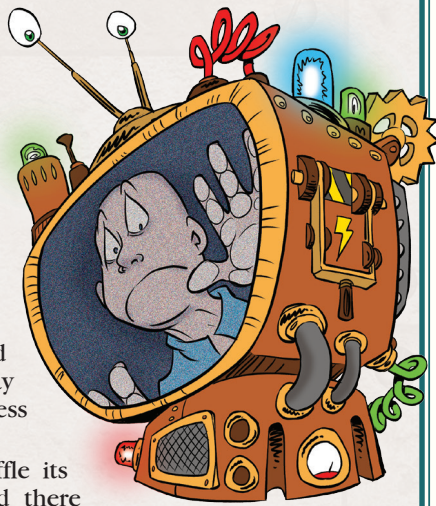
Your Hand: Cards in your hand are not in play. They don't help you, but they can't be taken away except by cards that specifically affect "your hand." At the end of your turn, you may have no more than five cards in your hand (see **Charity**, p. 2).

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 character with no class. (Bully!)

Munchkin Steampunk characters may be either male or female. Your character's sex is the same as your own at the start of the game, unless you declare otherwise. Of course, things may change when the Mad Science starts!



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, a mention in the *Times of London*) 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.

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. 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. Remember, it's for Science!

STARTING AND FINISHING THE GAME

Decide who goes first by rolling the dice and arguing about the results and the meaning of this sentence. You might help your cause by building a fiendish device to intimidate the other players, or by baking delicious cookies decorated like gears.

The game is played in turns, each with several phases (see p. 2). 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.



When You May Take Actions

You may perform these actions at any time:

- ✿ Discard a Class.
- ✿ Play a **Go Up a Level** card.
- ✿ 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 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. 3. If the card is a Curse – see **Curses**, p. 5 – 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. If you cannot, 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. 3.

CHARACTER STATS

Each character is basically a collection of steampunky weapons, armor, and gadgets. You have only two stats: Level and Class. For instance, you might describe your character as “a Level 8 Mechanic with **Electrospats**, a **Cogwheel Cuirass**, and **Lord Sterling's Blunderbuss**.”

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 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.

Class: Characters may be **Explorers**, **Mechanics**, **Officers**, or **Tycoons**. If you have no Class card in front of you, you have no class. (Bully!) Yeah, I know, we did that one already.

Each Class has special 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.

See the Class cards for when abilities can be used.

You can discard a Class card at any time, even in combat: “I don't wanna be a Tycoon anymore.” 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.

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!

SUPER MUNCHKIN

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

If you play **Super Munchkin** with a single Class, you get the advantages of being that Class (the ability to equip Class-only Items, and monsters with penalties against that Class suffer those penalties) but *none* of the disadvantages (you may 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!

If you play **Super Munchkin** with two Classes, you have all the normal advantages and disadvantages of both Classes.

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 (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 **Dolly** or **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 **Spyglass** can only be used by an Explorer. Its bonus only counts for someone who is, at the moment, an Explorer.

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!

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 Class ability.

If something lets you have more than one Big item (for instance, the **Dolly**) 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 this wonderful **Bituminous Adhesive** if you won’t help Bob fight **Robot Queen Victoria!**”

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. One specific example:

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 to 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 Class, for instance. Be sure to check these!

You and the other players may play one-shot Treasures or use Class abilities to help or harm you in your combat. Some Door cards may also be played into a combat, such as monster enhancers (see p. 4).

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.

Exception: Anything that enhances a monster also enhances its Mate . . . if **Radium-Powered**, **Brilliantly Polished**, and **Mate** are played on a single monster, *in any order*, you are facing a brilliantly polished, radium-powered monster *and* its brilliantly polished, radium-powered Mate. 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.

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.

The special abilities or vulnerabilities of the monster also apply to your helper, and vice versa. For instance, if an Officer helps you, he can use his **Voice of Command** to try to scare additional monsters

away. But if you are facing the **Time Flies** and an Explorer helps you, the monster's combat strength is increased by 4 (unless you, too, are an Explorer 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.

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, 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 rule.

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. 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.

Example of Combat, With Numbers and Everything

Jules is a 6th-Level Explorer wearing the Aeronautic Armor (which gives him a +4 to his combat strength) and carrying the Cane-Sword, the Cane-Pistol, and the Cane-Gatling Gun (for a total +9 bonus). He kicks open the door and finds the Gyroscopic Pharaoh, a Level 14 monster. Jules is at a 19, the Pharaoh is only at a 14, so Jules is winning. For a moment . . .

Kaja: I hereby mess with you! Observe . . .

Kaja plays Radium-Powered, which gives the monster +5. The score is now 19 to 19, and monsters win ties, so Jules is losing.

Jules: <We cannot print what Jules says.>

Guy: Can we talk? (Guy is playing a Level 5 Tycoon with the Martian Heat Ray (+4) and the Order of St. Cuthbert (+2), so his combat strength is 11. Combined with Jules' 19, that would defeat the Pharaoh handily.

Jules: So what would you want?

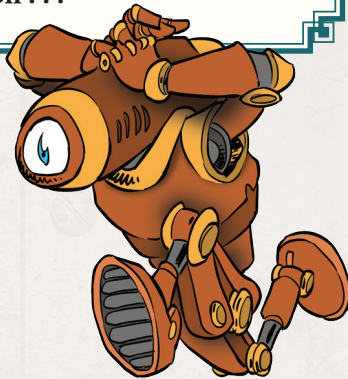
Guy: He's got four treasures, plus one from the Radium. Give me the first pick and the last one, and I'm your humble and obedient servant.

Jules looks at his Explorer powers and concludes that they won't do him a lot of good today. Perhaps he should take the deal. Now he and his temporarily trusty Tycoon sidekick are whomping the foul Pharaoh by 30 to 19.

Kaja contemplates her hand and realizes that she could throw away all her one-shots and still not have enough to turn the combat around.

Jules: I'm deleting the Gyroscopic Pharaoh from history unless someone else plans to mess with me. Anyone?

No one says anything, so Jules goes up a level and claims the Pharaoh's treasures – four from the Pharaoh's own card, and one extra because it was Radium-Powered. Guy chooses the first and the last of those treasures. The turn ends, and the game goes on . . .



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 win . . . 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 escape on a 5 or more. Some Class abilities and some Treasures might make it easier or harder to Run Away from all monsters. And some monsters give you a bonus or penalty to your roll for that monster only.

If you fail to Run Away from a monster, 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 (see below).

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 Run Away. They roll separately, and each player chooses in what order to Run Away. 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) 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 **Super Munchkin**, 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 (making sure not to include the cards mentioned above). If you have an Item carried by the **Dolly** or attached to 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 with his Level and Class abilities . . . 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 acquired some other way, such as by **Looting The Room**, Curse cards go into your hand and 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 then 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. (Curse cards you keep as a reminder may not be discarded to power Class abilities. Nice try!)

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

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.

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

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-steampunk.

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, if you draw **Lose Your Armor** and you have no Armor, nothing happens; discard the card. (Some Curses have alternate effects, though, so read 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.

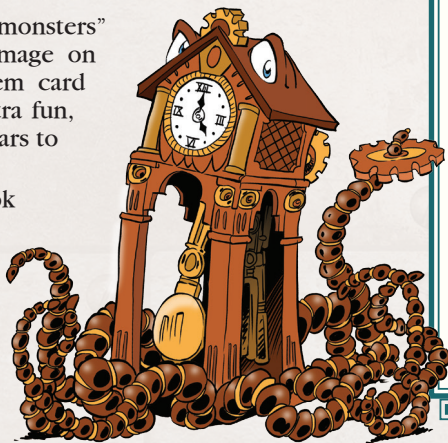
GEARS

If it's steampunk, it has gears. This can be proven by Mathematics. But sometimes the gears are visible, and sometimes they're not.

Many of the monsters in this set have gears in the picture. These are called, logically if not imaginatively, "Gears monsters." Likewise, many items have gears in the picture, and these are called "Gears items."

When a card refers to "Gears monsters" or "Gears items," look at the image on the face of your Monster or Item card to see if it's affected. Just for extra fun, some cards in this set will add Gears to monsters or Items.

Yes, this will make you look at the pictures in order to play. We apologize if this is a hardship. We, ourselves, LIKE the pictures, and we sometimes look at them even when we don't have to. (Imagine us playing the world's smallest violin here. Electric violin, of course.)



The Gears monsters are **Clocktopus**, **Flying Skull**, **Gearhead**, **Golden Golem**, **The Gyroscopic Pharaoh**, **Infernal Engine**, **Land Leviathan**, **Mousetrap**, **Robot Queen Victoria**, **Runaway Velocipede**, **Steamhunk**, **Tele-Visual Reception Apparatus**, **Theo D'Olite**, and **Titan of Industry**.

The Gears items are **Aeronautic Armor**, **Automatic Monocle**, **Canesaw**, **Cogwheel Cuirass**, **Gear Beer**, **Gear-Fist**, **Gear Shift**, **Lord Sterling's Blunderbuss**, **Martini-Henry Rifle**, **Monkey Wrench**, **Order of St. Cuthbert**, **Pedal Reduplicator**, **Phrenological Adjustor**, **Pipe**, **Shuri-Cogs**, **Steam Beam**, **Steam Iron**, **Track Shoes**, and **Vacuum Pressure Pulsator**.



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 steampunk? No problem!

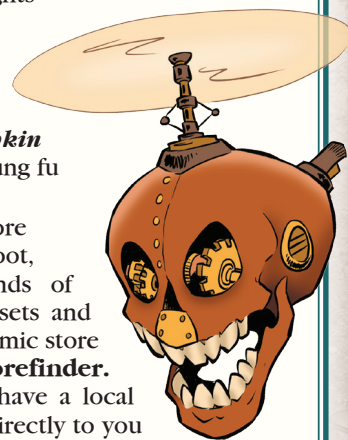
Expansions. These add still more monsters to kill, new Treasure to loot, and sometimes entirely new kinds of cards. Ask for all the *Munchkin* sets and expansions at your local game or comic store - find it using our Store Finder, storefinder.sjgames.com - but if you don't have a local store, we'll be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