


SUPER MUNCHKIN®

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 Lar deSouza, the co-creator of the Shuster Award-winning comics *Least I Could Do* and *Looking For Group*. 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 guestartists.sjgames.com.



CARD MANAGEMENT



Keep discards for each deck in the matching "Discard" space on the gameboard. You may not look through the discards unless you play a card that allows you to! When a deck runs out, reshuffle its discards.

In Play: These are the cards on the table in front of you, showing your Class, Powers, and Origin (if any) and the Items you are carrying. Continuing Traps and some other cards also stay on the table after you play them.

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.

MUNCHKINS TO THE RESCUE!

Look! Flying over the streets of Munchkin City! The defenders of truth, justice, and getting more bonuses! It's the Super Munchkins!

This game includes 106 Door cards, 62 Treasure cards, 12 player standies (six male, six female), one gameboard, one custom six-sided die, and these rules. Three to six can play.

The foes in this game are mostly super-villains, but the rules still refer to "monsters," for consistency with earlier games. If it will help, say "Take that, you monster!" as you defeat them. The rules also refer to "killing" the monsters. Feel free to tell yourself that you are just heroically beating them up and taking them to jail. On the other hand, you're munchkins. You can kill things. It's okay.

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 goes up (or, ugh, down) in Level, 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.

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.

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.

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CHARACTER CREATION

Everyone starts as a Level 1 human with no Powers and no Class. (You'd think we'd be tired of that joke by now.) *Super Munchkin* characters may be either male or female. Your character's sex at the start of the game matches the standie on the board.

Look at your initial eight cards. If you have any Class cards or any Power cards of Rank 1, you may (if you like) play one of each type by placing it in front of you. If you have any Item, Sidekick, or Origin 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. (Snicker.)

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.

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 **Traps**, p. 6 – 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. 5)!

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.
- ☞☞ Play a **Go Up a Level** or **Sidekick**.
- ☞☞☞ Play a Trap.

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, Power, or Origin 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).

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, Class, and Power. For instance, you might describe your character as "a Level 9 Mutant with **Cleavage Stun**, the **Utility Girdle**, and the **Sprayed-On Costume**."

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 hit with a Trap or some other sort of penalty.

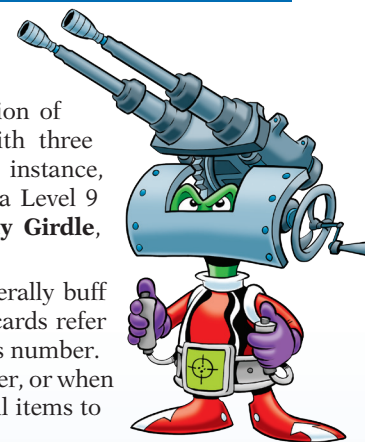
Class: Characters may be Mutants, Exotics, Technos, or Mystics. If you have no Class card in front of you, you are merely a puny human.

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.

See the Class cards for when abilities can be used. Note that the Theft ability cannot be used while the thieving player or the target is fighting – and as soon as a monster is revealed, the fight is on!

You can discard a Class card at any time, even in combat: "I don't wanna be a Mystic 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.



Powers: There are 20 of these super abilities. 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.

Some are limited as to what class can or can't have them, in the same way that some Items are.

Each Power has a Rank of 1, 2, or 3. You may have any number of Powers as long as their total Rank does not exceed your Level.

Powers are treated like Classes. 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.

(*Exception:* Origins can increase the number of Powers you can use.)

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

Some Powers require discards. You may discard any card, in play or in your hand, to power a Power. Note that if you have NO cards in your hand, you cannot "discard your whole hand."

SUPER MUNCHKIN

This 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 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!

META-ABILITIES

Each of these abilities can be granted by several different cards.

Flight: +1 to Run Away, but these do not stack (that is, no matter how many Flight items you have, you still only get +1 for your Flight ability).

Secret HQ: You may have one extra card in your hand for each Secret HQ you have.

Secret Identity: Reduces the chance a foe will Trap you. When you encounter a Trap for any reason, roll a die. On a 1-3, you escape. On a 4-6, the Trap is effective. On a 6, you *also* lose the Secret Identity card! You may try only one Secret Identity per Trap.

Theft: You may discard a card to try to steal a small item carried by another player. Roll a die; 4 or more succeeds.

Otherwise, you get whacked and lose a level. Multiple Theft-granting powers, including the Thief class in *Munchkin*, DO stack. If you have two Theft-granting powers, you succeed on 3 or more; if you have three, you succeed on 2 or more, and so on. You may not steal during combat.

ORIGINS

You may have any number of Origins cards.

If you die, you must discard all your Origins cards. If the total Ranks of your Powers now exceed your Level, you must discard Powers until the total Ranks of the remaining ones are equal to or less than your Level.



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 **Electro-Mento-Hat** can only be wielded by a Mutant. Its bonus only counts for someone who is, at the moment, a Mutant.

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 Trap or a monster's Bad Stuff (see p. 5) may force you to get rid of something!

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 **The Evil Detector** if you won't help Bob fight **Doctor Deathbreath!**"

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 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 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 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 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 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:

Use a one-shot item. You can help another player by playing a “usable once” card. Or you can play it to help the monster!

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.

Hit them with a Trap, 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.) 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 Duplicate . . . if **Better Costume Than Yours**, **Ruler of Small European Country**, and **Duplo-Ray** are played on a single monster, *in any order*, you are facing a Ruler of a Small European Country monster with a Better Costume Than Yours and its Duplicate Ruler of a Small European Country with a Better Costume Than Yours. 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!

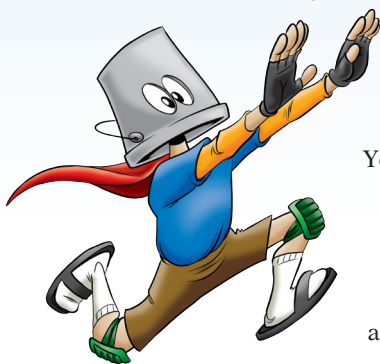
ASKING FOR HELP

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 you are not an Exotic, but an Exotic helps you, **The Fandom Menace** will be at a -3 against you. But if you are facing **Professor Polar** and a Mutant helps you, the foe's level is increased by 3 (unless you, too, are a Mutant and the foe's level has *already* been increased . . . don't increase it twice).

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.



Example of Combat, With Numbers and Everything

Amanda is a Level 4 Exotic with the **Cleavage Stun Power** (which gives her a +2 to her combat strength). She kicks open the door and finds Bucketman, a Level 1 monster with +5 against Exotics. Amanda and Bucketman both have a combat strength of 6, so Amanda is losing.

Amanda: Time for a boost!

She plays the **Black Coffee**, giving her +2 for this fight. Now her combat strength is 8, beating Bucketman's 6.

Amanda: Ha! Bucketman's getting im-PAILED!

Erin: Just for that pun, now he's Your Nemesis!

Erin plays **Your Nemesis**, adding 10 to Bucketman's combat strength. Now Amanda is losing, 16 to 8.

Amanda: Oh, you are SO going down for this one!

Amanda plays **Trap! Congressional Hearing on Erin**. Erin has to discard three cards from her hand . . . but she only has two, so she discards those and loses a level instead.

Erin: That was really uncalled for, but at least you're still losing.

Amanda: Yeah, um, about that? Power Switch!

Amanda uses her Exotic power to discard **Generic Guy** from her hand. Instead of her Level, 4, now she uses **Generic Guy's Level**, 14, giving her a combat strength of 18, enough to beat Bucketman's 16.

Amanda: Got anything else? . . . Oh, that's right, no cards. Too bad, so sad . . .

Erin: I'll get you yet, my pretty!

Amanda goes up a level and claims Bucketman's treasures – one from the Bucketman card, and two extra because he was Your Nemesis. And the game goes on . . .

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 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 Powers and some Treasures 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), Power(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 **Super Munchkin**, keep it 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 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.



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 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. If someone plays a “your next combat” Trap on you while you are in combat, it counts in *that* combat! (Trap cards you keep as a reminder may not be discarded to power Class or Power abilities. Nice try!)

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.

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.

SIDEKICKS

If you draw a Sidekick, 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 Sidekick in play at a time. You may discard Sidekicks at any time. You may only trade sidekicks that have a Gold Piece value. The other sidekicks are not Items.

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

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.

Other ways to connect to the *Munchkin* social network:

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).

This set’s URL is guestartists.sjgames.com/super-desouza.

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