

MUNCHKIN[®] SIDE QUESTS[™]

Every true munchkin knows that the plot of an adventure is just a distraction from what is really important: killing monsters and stealing their treasure. Sometimes, the most rewarding adventures (in every sense) are the ones that ignore the “real” story and go off in a new direction. It’s about the journey, not the metaplot!

SETTING UP

Shuffle the *Munchkin Side Quests* deck and deal three face down to each player. Side Quest cards stay on the table and are face down until completed. (A player may always look at their own Side Quests.) Side Quests do not count against your hand size for Charity.

Put the rest of the cards in their own small Side Quest deck.

PLAYING WITH THE SIDE QUESTS

The Side Quests are in-game goals. Each Side Quest has a condition that you can try to achieve during the game. If you are successful, reveal the Side Quest and leave it face up, then claim the reward shown on the card. A reward that grants a level may not be the winning level unless it says so. You must reveal a Side Quest as soon as you have completed its goal to receive the reward.

At the start of your next turn after you complete a Side Quest (or more than one, if you are that lucky), draw enough new face-down Side Quests to bring you back up to three. If the Side Quest deck is empty, shuffle the discards to form a new deck.

If you die, discard your Side Quests before your corpse is looted. (Unless your Side

Quest is **Untimely Demise**, in which case, claim it and then discard the others.) When you draw your new hand of cards, also draw three new Side Quests.

ROLES

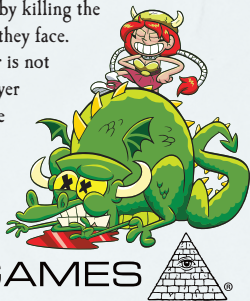
Some of the Side Quests use the word “Role” as a catchall term for Classes, Races, Loyalties, etc. Unless otherwise specified, all Roles used to fulfill a Side Quest must be the same type.

DISCARDING A SIDE QUEST

If you want to discard your current Side Quest (because it is impossible for you to complete, you think it is too hard, or whatever), you may do so at any point on your turn. Discard the Side Quest and three more cards. You may draw a replacement Side Quest at the start of your next turn. (*Exception:* Some cards allow you to discard and draw a new Side Quest immediately, if the Side Quest you draw is impossible to complete with the sets in play; for instance, if you draw **Overpowered** in a game without Powers.)

FASTER PLAY

If you want a faster game, any player who completes three or more Side Quests can win the game by killing the next monster they face. If the monster is not killed, the player must complete another Side Quest before using this rule again.



STEVE JACKSON GAMES 

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All the *Munchkin* games should be available 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 to you at warehouse23.com.

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For more information about this *Munchkin* game, go to munchkin.sjgames.com/sidequests.

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