

## Example of Combat, With Numbers and Everything

Remy is a Level 5 French Chef with the Poofy Hat (which gives him a +3 to his combat strength). He kicks open the door and finds the Mystery Meat, a Level 10 monster. Remy is at 8, the Mystery Meat is at 10, so Remy is losing.

Remy: Eeuw! But I am ze master! I will cook ze Mystery Meat with ze Mystery Ingredient!

He plays the Mystery Ingredient with one token, giving him +4 for this fight. Now his combat strength is 12, beating the Mystery Meat's 10.

Remy: Eet ees all so simple when you are me!

Julia: Or maybe not. This is Free-Range Mystery Meat you're dealing with.

Julia plays Free-Range, adding 3 to the Mystery Meat's combat strength. Now Remy is losing, 13 to 12.

Remy: Zut alors! Mon dieu!! Darn!!!

Julia: Oh, I'm sorry. Did I do that? Would you like some help? (Julia is playing a Level 3 Elf with no special equipment, but her combat strength of 3 is still enough to sway the battle in Remy's favor. Combined with Remy's 12, they would have 15, enough to defeat the Mystery Meat's 13.)

Remy: And give you a level? I think not, ma petite amie! Anyone else want to help me?

Everyone else laughs at him. Julia smiles sweetly.

Julia: I'll do it for free, since I get a level!

Remy mutters to himself, but realizes it's actually a good deal, since he will still be ahead. If he had another token he could play it to the Mystery Ingredient for another +4, but he's out of tokens.

Remy: All right. I accept your help. So we're winning, unless anyone else wants to say something?

No one says anything, so Remy goes up a level and claims the Mystery Meat's three treasures (drawing them face up, because he had help in the combat). He also gets a Meat token from the Mystery Meat, and the player to his right gives him a token from the pool because of the Free-Range card. Julia gets a level, since she's an Elf, but no Treasures. All things considered, Remy came out of this pretty well.

And the game goes on . . .

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), Race(s), 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 Half-Breed or Super Munchkin, keep those 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. Once everyone gets one card, discard the rest. If your corpse runs out of cards, tough. 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 their turn, your new character appears and can help others in combat with your Level and Class or Race 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 they think they have 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 or Race 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.

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!)

## More Munchkin!

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

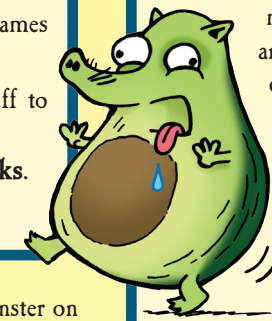
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The URL for this set is [munchkin.sjgames.com/crazycooks](http://munchkin.sjgames.com/crazycooks).

The icon for this set is



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.

## COMBINING CRAZY COOKS WITH OTHER MUNCHKIN GAMES

We know you. You're too adventurous just to follow a recipe as written. You'll start throwing in whatever is handy, and in the end you have a sushi, sorghum, and starfruit soufflé.

You can do the same thing with Munchkin Crazy Cooks, mixing it with another Munchkin expansion or even a full game. Here are some general guidelines:

**Cooking is a full-time job.** You can't have a Crazy Cooks Class and a Class from another set, such as Warrior or Necromancer, no matter how detailed your character's backstory is, unless you play a Super Munchkin card.

**Monsters are tasty, but most of them don't give you tokens.** Only monsters from Crazy Cooks give you tokens when they are defeated. This makes the Balanced Meal rule and the tokens in general less impactful in a mashup game, so we suggest rolling the die after any combat that does not include any monsters that grant tokens already. On a 4-6, take a random token from the pool.

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## 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](http://gamerfinder.sjgames.com) – but if you don't have a local store, we'll be happy to sell them directly to you at [warehouse23.com](http://warehouse23.com).

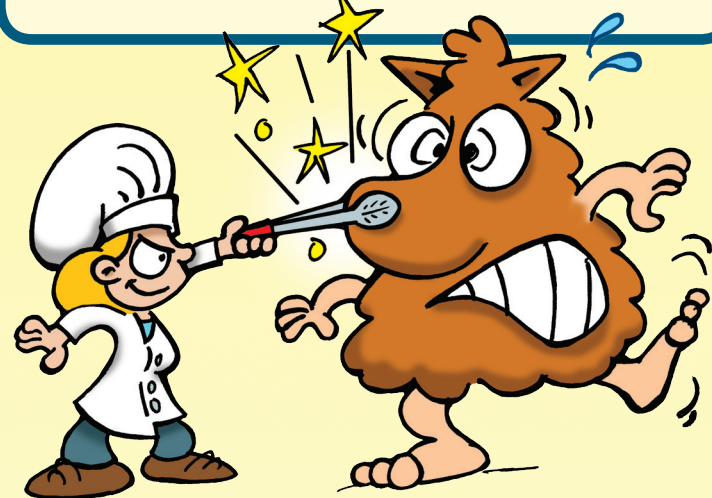
All of the above!!!



## 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.



# MUNCHKIN CRAZY COOKS™



Now the munchkins are cooks, and the kitchen will never be the same again . . . every recipe is a monster to be slain, and you can level up with a balanced diet!

This game includes 168 cards, a gameboard, 12 character standies, 40 food tokens, a custom six-sided die, and these rules. Three to six can play.

## SETUP

Each player takes two standies in the same color and chooses one to place on the space marked "1" on the gameboard. 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 both decks. Deal four cards from each deck to each player. Place the rest of the cards, and the Food Tokens, in the appropriate spaces on the gameboard.

## 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.



## 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!

- 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.
- You go up a level after combat only if you kill a monster.
- You cannot collect rewards for defeating a monster (i.e., Treasure, levels, tokens) in the middle of a combat. You must finish the fight before gaining any rewards.
- 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](http://munchkin.sjgames.com), or start a discussion at [forums.sjgames.com/munchkin](http://forums.sjgames.com/munchkin) . . . unless it's more fun to argue.

**In Play:** These are the cards on the table in front of you, showing your Race and 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.

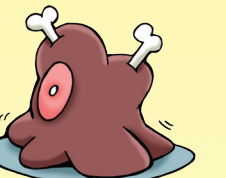
**Your Hand:** Cards in your hand are not in play. They don't help you, but they can't be taken away except by cards that specifically affect "your hand." At the end of your turn, you may have no more than five cards in your hand (see Charity, p. 2).

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 human with no class. (Heh, heh.) Munchkin 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. This does not matter in Crazy Cooks, but if you combine it with other Munchkin games, it might be important.

Look at your initial eight cards. If you have any Race or Class cards, you may (if you like) play one of each type 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

The player who most recently ate at a restaurant goes first. In case of ties, argue about the quality of the respective restaurants until someone else gets bored and starts drawing cards.

Play proceeds in turns, each with several phases (see below). When the first player finishes a turn, the player to the 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 or turning in Food Tokens, 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. 3. If the card is a Curse – see Curses, p. 5 – it applies to you immediately (if it can) and is then discarded (unless it has a persistent effect or you keep the card as a reminder of an upcoming effect).

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