



Get deadly weapons and fabulous loot. Cheat . . . with both hands! In the Munchkin you can become the mightiest!

Before Playing

Each player needs a *Hero card* and a 40-card *deck* made up of neutral cards (gray) and cards that match your Hero's class (color). You each also need a *level counter* and a *Run Away marker*. You will both be using the six-sided die and tokens included in this set.



Setup

The *Game Area Diagram* (lower left) shows the various *zones* used in the *Munchkin Collectible Card Game*. Their use is explained further in these rules.

Players should sit across a table with enough space between them for several rows of cards. The space in the center is the *Dangerous Monster Zone* (DMZ).

To the left of the DMZ is your *Hero Zone*, which includes your Hero card, level counter, Run Away marker, and your *purse*, where you will place gold that hasn't yet been committed a fight or otherwise used. Set your level counter to 1 and make sure your Run Away marker is showing the "Run Away" side.

To the right of the DMZ is your *stash*. The stash starts out empty, but cards will enter and leave your stash frequently as you play.

Below the DMZ is your *hoard*. It starts out empty; you will play cards such as Allies, Loot, and Locations in the hoard during the game.

Next to your hoard is your deck and discard pile. Shuffle your deck and draw the top six cards to form your hand.

All the 1 and 5 tokens and the six-sided die should be placed to one side of the DMZ, within easy reach of both players. This area is the *stockpile*.

Playing the Game

Before the game begins, both players roll the die, re-rolling in case of a tie. The player who rolls higher chooses which player takes the first turn.

The first player starts the game with 1 gold in their purse. The second player starts with 2 gold. Both players start at level 1.

On your turn, you are the *active player*. When multiple abilities or effects happen simultaneously, the active player decides in what order to resolve them.

Mulligan

Before play begins, each player, starting with the first player, may choose to shuffle their entire hand back into the deck and draw a new 6-card hand. Players must keep this new hand.

Turn Phases

Each player's turn has three phases: *warmup*, *munchkining*, and *cooldown*. As soon as one player completes the cooldown, that player's turn ends and the next player's turn starts with the warmup. Players alternate taking turns until the game ends.

When a card ability conflicts with the game rules, the ability takes precedence. Abilities cannot reduce values below 0 (there are no negative numbers in this game).

When a card leaves play, it is no longer affected by any abilities that had affected it in play. Return all tokens on that card to the stockpile and move every Curse stuck to that card to its owner's discard pile.

Some rules or abilities refer to a specific zone in the game area. Consult the Game Area Diagram to find out where that zone is.



Anatomy of the Cards

CARD NAME

GOLD COST ● The minimum amount of gold required to hire this monster

RANK ★ The combined rank of your equipped items cannot exceed your current level

ABILITY When this is squished in a fight, draw 1 card.

CARD TYPE • SUBTYPE Characteristics of this specific card

POWER ★ The damage this deals in a fight

ARTIST/COLORIST The artist who illustrated the art on this particular card, followed by the set symbol and colorist

LIFE ♥ The damage this can take before it is squished

DEFENSE ♣ The damage this reduces in a fight

Game Area Diagram



Find full rules and additional support at munchkinccg.game

Tokens

Tokens have no specific meaning until they are removed from the stockpile and placed somewhere in play. Tokens in your purse or committed to a fight represent **gold**. Tokens on your Hero card, on Allies, and on Monsters represent **damage**. Some other cards also use tokens; the meaning of those tokens is explained on those cards.

If you run out of tokens in the stockpile, you can substitute something else; the stockpile is infinite! Any instructions to take, discard, or move a token refer to the 1 tokens.

The Stash

Most cards are placed in the stash face down. Monsters that survive fights, and any cards with abilities that say to stash them face up, are stashed face up. Face-up cards in the stash are in play; face-down cards in the stash are out of play.

ot! Hire bloodthirsty monsters!
mchkin Collectible Card Game,
tiest munchkin of all!

Abilities, Mischief Cards, and Interrupts

Players may use abilities and play Mischief cards during either player’s turn. Typically, an ability or card must fully resolve before another can be played. Interrupts are different. An interrupt ability or a Mischief card with the Interrupt subtype may be played at any time during the warmup and munchkining phases. They may be played to interrupt a player action, ability, or card that is currently resolving. Interrupt abilities must be resolved immediately, suspending other actions or abilities until the interrupting ability is fully resolved. Interrupts often change the outcome of the abilities and cards they’ve interrupted. And yes, you can play an Interrupt on an Interrupt!

Warmup

Perform the following steps, in this order:

1. **Flip** your Run Away marker, if necessary, so it shows the “Run Away” side.
2. **Unzap** your zapped cards.
3. **Reckoning**: Any ability that triggers or ends during your reckoning step happens now, in the order you choose.
4. **Unstash** all cards in your stash by moving all stashed cards to your hand and returning any tokens on those cards to the stockpile. *This step cannot be interrupted.*
5. **Draw** 1 card. If you must draw a card and have no cards left to draw, you are eliminated from the game. There is no maximum or minimum hand size.

Munchkining

During this phase, you may take any or all of the following actions, as many times as you want to and are able to do so, in whatever order you choose:

- **Play Loot** to your hoard. You may not play a Loot card if doing so would cause the combined ranks of all your Loot to exceed your current level, and you may not play Loot at all if the combined ranks of your Loot in play currently exceeds your level.
- **Squish Loot**. Move an unzapped Loot from your hoard to your discard pile. Zapped Loot may not be squished in this way.
- **Play a Location** to your hoard. Each player may have only one Location in play at a time.
- **Squish a Location**. Move an unzapped Location from your hoard to your discard pile. A zapped Location may not be squished in this way.
- **Play an Ally** by paying its gold cost and placing it in your hoard.
- **Start a Fight!** (See *Fight*, other side.)

Once no player wants to play additional cards or activate any further ability during your munchkining phase, your cooldown phase begins.

Cooldown

During the cooldown phase, no player may play cards or activate abilities, including interrupts. However, some abilities trigger automatically during cooldown. Any ability that lasts “for this turn” or “until cooldown” ends during your cooldown phase. Some abilities last more than one turn and end during a later cooldown phase. After resolving all abilities, take these actions in this order:

1. **Level**. If you are not at level 10, increase your level counter by 1. Your maximum level is 10; abilities that trigger when you gain a level do not trigger if you are already at level 10.
2. **Gold**. If the total gold in your purse is less than your current level, move tokens from the stockpile to your purse until the amount in your purse equals your current level.

Once you have completed these actions, your turn is over and the next player’s warmup phase begins.



Ending the Game

You are eliminated from the game when any of the following conditions are met:

- Damage on your Hero equals or exceeds your life.
- You must draw a card and your deck is empty.
- You concede the game.

When only one Hero is left, that Hero wins! If *no* Heroes are left (for instance, due to simultaneous damage), the game ends in a draw.

Zap and Unzap

Some rules and abilities require you to **zap** a card. This means to rotate it 90°. A zapped card cannot be zapped again until it has been **unzapped** by rotating it back to the original, upright orientation. Abilities that do not require zapping function even if the card is zapped.



Fight


Declare that you are starting a fight with your opponent. When you start a fight, you are the *attacker* and your opponent is the *defender* until the end of the fight.

Choose any card from your hand and move it to the DMZ, face down. Move any amount of gold (including none) from your purse to the DMZ, next to the card.

Important: You can “cheat” to bluff your opponent. See *Check for Cheating*.
The defender must now choose to **Face the Monster** (box below) or **Run Away** (box at right).

Face the Monster

When the defender faces a monster:

1. The defender may commit any number of their unzapped Weapons and Allies to the fight by zapping them and moving them from their hoard to the DMZ. (A committed Weapon or Ally that becomes unzapped during the fight is still committed.)
2. The defender declares that they are ready, meaning they are done playing cards.
3. The attacker reveals the face down card.
4. Check for cheating (box at right). If the attacker was not cheating, the Monster has been *hired*. Any abilities on the hired Monster trigger now. Squishing a hired Monster does not prevent its abilities from activating.
5. Once all abilities on the hired Monster have been resolved, move all gold committed to the Monster from the DMZ to the stockpile.
6. All of the defender’s committed Weapons now deal damage to the Monster. The defender takes tokens from the stockpile equal to the total  of all committed Weapons and moves those tokens onto the Monster. If the damage on a Monster equals or exceeds its life, the Monster is squished; go to step 8. Otherwise, the fight continues!
7. The Monster deals damage to committed Allies, if any, or directly to the Hero if no Allies were committed. The defender chooses how to allocate damage to Allies and may, for instance, put all damage on a single Ally even if that damage exceeds that Ally’s life. If damage on an Ally equals or exceeds that Ally’s life, that Ally is squished.
8. Once all damage has been dealt, the fight ends.
 - a. All abilities that trigger at the end of a fight happen now.
 - b. All abilities that last until the end of a fight stop now.
 - c. If the Monster was squished, it is moved to its owner’s discard pile. If it survived, it goes to its owner’s stash, face up, keeping all damage it suffered.
 - d. The defender moves all their surviving cards to their hoard. The cards retain their orientation (zapped or unzapped).
 - e. The active player’s munchkining phase continues. See *Munchkining*, other side.



Run Away

If the defender’s Run Away marker has “Run Away” showing, they can flip the token to “Limp Away” and run away at no additional cost.



If the defender’s Run Away marker has “Limp Away” showing, the defender can still run away, but they must take 2 damage each time they do.



When the defender runs away, the following things must happen:

1. The defender must either flip their Run Away marker to show “Limp Away” or, if the token is already showing “Limp Away,” the defender must take 2 damage.
2. Move all committed gold from the DMZ to the attacker’s purse.
3. The committed card is moved to the attacker’s stash, keeping it face down.
4. The fight ends.
5. The active player’s munchkining phase continues. See *Munchkining*, other side.

Check for Cheating

If the attacker reveals any card other than a Monster, then the attacker has been **Caught Cheating** (see below).

If the attacker reveals a Monster, players may play any cards or activate any abilities to affect the  of that Monster. Once all players have had the chance to modify the  of the Monster, one of the following will be true:

1. The attacker has not paid enough gold to meet the  of that Monster, which means the attacker has been **Caught Cheating** (see below).
2. The attacker has paid enough (or more than enough) gold to meet the  of that Monster, which means the attacker is not cheating. Go to Step 4 of **Face the Monster** (box at left).

Caught Cheating

When the attacker is caught cheating:

1. The attacking Hero takes 1 damage.
2. Move all committed gold from the DMZ to the attacker’s purse.
3. Move the revealed card face down to the attacker’s stash.
4. The defender moves all their surviving cards to their hoard. The cards retain their orientation (zapped or unzapped).
5. The fight is over and the active player’s munchkining phase continues. See *Munchkining*, other side.

No Attacking Card?

If the attacker does not have a card committed at any point during a fight, that fight ends. Go to Step 8 of **Face the Monster**.

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Thanks to everyone from our forums who volunteered their time and their printers to participate in the print-and-playtest phase!

Thanks also to all of the players and all of the staff at Dragon’s Lair Austin, and to the handful of people lucky enough to attend the BGG Co1 2016 super-secret playtest!

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Rules version 1.1 (Quick-Start) (August 2018).

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Customize Your Game

This introductory set has a good mix of cards for you to learn to play the *Munchkin Collectible Card Game*. Once you are comfortable playing the game, you may buy boosters to add new cards to your deck.

To build a new deck, choose a Hero card and then build a 40-card deck for that Hero. All cards in the deck must be either neutral cards or class cards that match your chosen Hero’s class. Your deck may not contain any Hero cards.

Your deck may not contain more than three copies of any card. Cards with the same name are considered the same even if the art is different.

STEVE JACKSON GAMES



Glossary

ability: A characteristic of a card. The printed text instructions on a card. May be triggered automatically, activated by paying its cost, or activated when a card is played. If an ability conflicts with the rules, the ability takes precedence.

attack: To start a fight. A Hero who has started a fight is the *attacker* until the end of that fight.

cheat: A game mechanic that may occur during a fight. When checking for cheating, if any card besides a Monster is revealed by the attacker **or** if the attacker has not paid at least the minimum cost required to hire the revealed Monster, that player is “cheating.” A player is allowed to intentionally cheat in this way.

commit: A game mechanic that applies to fights. The attacker commits a card (and usually 🟡) to start a fight. A hired Monster is committed to a fight. The defender may commit Loot and Allies to a fight.

damage: Tokens from the stockpile represent damage when placed on Hero, Ally, and Monster card types.

defend: When you are attacked by an opponent, you are the “defender” until the end of that fight, even if you run away or commit no cards to that fight.

Hero (Hero card): Each player is a Hero, represented by a Hero card. Your Hero card is placed in the Hero Zone and is in play. It indicates which Hero you are, your ability, and how much life you have. Tokens on a Hero card represent damage to that Hero.

heal: Move tokens (representing damage) from a Hero, Ally, or Monster card to the stockpile. Heal the amount specified by the ability.

hire: When “checking for cheating,” if the active player is not cheating, the Monster is hired until the end of that fight.

interrupt: An ability that may be activated and resolves before the effects of another activated ability can resolve. Some interrupts affect game mechanics, such as those that prevent damage. These interrupts resolve before the interrupted game mechanic. Interrupt abilities may be played on other interrupt abilities.

resolve: Applies to abilities. An ability is resolved when its effect has been completed to the fullest extent possible. If an ability cannot resolve completely, any unresolved portion of that ability has no effect. Other abilities (such as interrupts) may prevent an ability from resolving or modify the extent to which that ability resolves.

squish: Move a card from in play to its owner’s discard pile. Any tokens on that card are moved to the stockpile.

stash (action): Move a card to its owner’s stash. That card is stashed face down unless a rule or ability specifies otherwise (for example, a Monster that survives a fight is stashed face up).

stash (zone): A zone in the game area that may contain cards that are either in play (face up) or out of play (face down). You control your stash.

steal: Move a specified amount of gold from your opponent’s purse to your purse.

stick: Place a card under another card already in play so the name of the stuck card is visible. The stuck card modifies the card to which it is stuck as long as it is stuck. When a card leaves play, any cards stuck to it move to their owners’ discard pile.



Keywords

Bleeding: The affected Hero takes X damage during the reckoning step of that Hero’s warmup phase. If a Hero is suffering from one or more bleed effects, that Hero is bleeding. Bleed effects are cumulative.

Collect X: This ability moves tokens from the stockpile to the card. The purpose of the tokens is specified by another ability on that card.

Encore: After the card has resolved, it is moved face down to your stash instead of your discard pile.

Flaunt: An ability that activates from your hand after you reveal it to your opponent. A Flaunt ability can be interrupted. A Flaunted card is in play until its ability is resolved.

Give Blood X: When you pay for this card, you may, as an additional payment, take X damage to activate the Give Blood ability shown on the card. This is independent of other abilities on that card.

Life-O-Suction: When a card with Life-O-Suction deals any damage, this ability triggers, and that card’s controller heals an amount equal to the damage dealt.

Monstrous X: A card with this ability does not have the Monster card type, but can still be played as a Monster. When a Monstrous card is revealed in a fight, treat it as a Monster card type with X 🟡, X 🟢, and X ❤️ until it leaves play. Ignore any other ability on that card until it leaves play. You may cheat with a Monstrous card by paying less than its cost.

Recycle X: You may draw X card(s). If you do, move X card(s) from your hand to the bottom of your deck in any order, face down.

Regenerate: When this is squished, stash it face down instead of moving it to the discard pile. This is an interrupt that takes effect before the card is moved to the discard pile.

Sketchy: This ability is available only if you have been caught cheating this turn.

Smack: Zap this Weapon during your turn to deal 1 damage to a target Hero or stashed Monster.

Spill X: Move X cards from the top of your deck to your discard pile, face up. A spilled card was neither drawn nor discarded and was never in play.

Stealthy: While a card with Stealthy is in play, it may not be directly targeted by any ability. Abilities that do not target a specific card may affect a card with Stealthy.

Survivor: When a hired Monster survives a fight, this ability triggers before that Monster is moved to the stash.