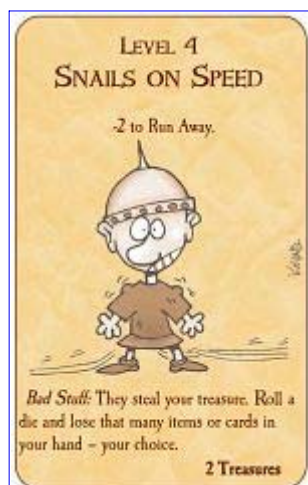


MUNCHKIN™

Fast Play Rules



Use these rules with any *Munchkin* game, any time you want things to get moving more quickly. They're especially worthwhile in a "blender game" that combines sets.

1. Each player starts with four cards from each deck.
2. A player gets four cards from each deck when he returns from death.
3. Any time a Race, Class, Power, or Style card, or any card that lets you get extra Races, Classes, Powers, or Styles (such as Super Munchkin or Half-Breed), is on top of the discard pile, any player may discard a "Go Up A Level" card from his hand and claim it. If multiple players try to claim a card, they roll dice. The winner gets the card; the loser keeps his Level card. (And yes, you can use a Loaded Die to affect your die roll!)
4. Quick discarding to bury a Race (etc.) card in the discards, so your rivals can't get it, is very munchkinly, but not allowed. Everyone must have a chance to get the discard.



STEVE JACKSON GAMES