

MUNCHKIN



MUNCHKIN CHRISTMAS SHIRT

O Munchkin Shirt, O Munchkin Shirt,
How lovely are your powers!
O Munchkin Shirt, O Munchkin Shirt,
How lovely are your powers!
You get more cards in starting hand;
For giving gifts, bonuses grand.
O Munchkin Shirt, O Munchkin Shirt,
How lovely are your powers.

(With apologies to carolers everywhere)

This high-quality four-color shirt combines the classic **Munchkin** with the icon of gift-giving: the Christmas tree! Wearers of the shirt can *give* an item away for its bonus, even if they couldn't normally benefit from it.

'Tis the season . . . for **Munchkin**-ing!

Official Tournament Rules

1. If you are wearing an official **Munchkin** shirt*, you may draw one extra card from either deck when you start play or when you come back from the dead.
2. Once per game, during combat, you may select one reusable item *That you own* which grants a level bonus and give it to another player. Your side gets *double* that item's bonus during your current combat. Neither you or the receiving player need to be able to *use* your gift.
3. Either Steve Jackson's or John Kolalic's autograph on the shirt lets you give a present during two combats per game. With both autographs, you can do it 3 times.
4. Wearing *two or more* **Munchkin** shirts does NOT give you both bonuses. The one on the outside rules.
5. Use of the Cheat card overrides Rule 4 and lets you benefit from two different shirts. (It doesn't matter which one is outside.)
6. But under no circumstance is there any bonus for MORE than two shirts at once.

It is NOT an official tournament rule, but if you wish to make a house rule that a "Lose Your Armor" card requires you to remove your shirt(s), we cannot stop you.

*On your torso. Right side out.

These Munchkin T-shirts are not currently available.



SUPER MUNCHKIN "MOMENTOUS UNMASKING" SHIRT

Every hero needs a costume! *

This high-quality four-color shirt depicts the highly collectible and completely non-existent "Origin Issue" of [Super Munchkin](#).

It gives a special in-game benefit . . . the wearer can avoid Traps!

*Bath towel tied around your neck is optional.

Official Tournament Rules

1. If you are wearing an official **Munchkin** shirt*, you may draw one extra card from either deck when you start play or when you come back from the dead.
2. If you are wearing the Momentous Unmasking shirt *under* another item of clothing, you may - once per game - dramatically reveal it when you encounter a Trap. You escape the Trap on a roll of 1-4. If you are wearing glasses, and dramatically remove them as well, you *automatically* escape the Trap!
3. Either Steve Jackson's or John Kovalic's autograph on the shirt lets you attempt to escape from two different traps. With both autographs, you may try three times!
4. Wearing *two or more* **Munchkin** shirts does NOT give you both bonuses. The one on the outside rules.
5. Use of the Cheat card overrides Rule 4 and lets you benefit from two different shirts. (It doesn't matter which one is outside.)
6. But under no circumstance is there any bonus for MORE than two shirts at once.

It is NOT an official tournament rule, but if you wish to make a house rule that a "Lose Your Armor" card requires you to remove your shirt(s), we cannot stop you.

*On your torso. Right side out.

Light blue T-shirt. ▲ Suggested Retail Price: \$21.95

Stock #9138 ▲ [New Release - Click Here to Order](#)



MUNCHKIN "LOVELY LOOT" SHIRT

This high-quality, 4-color, completely evil shirt depicts the Super Munchkin and the Munchkin Babe, surrounded by their ill-gotten loot.

It includes special rules allowing the wearer of the shirt to get extra treasure. How abusive! How [Munchkin](#)!

Official Tournament Rules:

1. If you are wearing an official [Munchkin](#) shirt*, you may draw one extra card from either deck when you start play or when you come back from the dead.
2. If you are wearing the Lovely Loot shirt, you draw TWO Treasure cards when you kill a monster that normally gives one treasure.
3. The autograph of either Steve Jackson or John Kovalic on the shirt gives you the additional power to draw THREE Treasure cards when you kill a monster that normally gives two treasures. With both autographs, you can also draw FOUR Treasure cards when you kill a monster that normally gives three treasures.
4. Wearing *two or more* **Munchkin** shirts at the same time does NOT give the bonuses from both shirts. The one on the outside rules.
5. Use of the Cheat card overrides Rule 4 and lets you benefit from two shirts. (It doesn't matter which one is outside).
6. But under no circumstance is there any bonus for MORE than two shirts.

It is NOT an official tournament rule, but if you wish to make a house rule that a "Lose Your Armor" card requires you to remove your shirt(s), we cannot stop you.

*On your torso. Right side out.

These Munchkin T-shirts are not currently available.



MUNCHKIN SHIRTS

They aren't just stylish fashion statements -- they're also part of the game! Available with the Super Munchkin from the original game, or his female counterpart from [Unnatural Axe](#), these shirts give special powers to their wearers during a game of looting, pillaging and backstabbing.

Official Tournament Rules:

1. If you are wearing an official [Munchkin](#) shirt*, you may draw one extra card from either deck when you start play and when you come back from the dead.
2. Your game character has the sex of the munchkin on the shirt. Yes, this means that removing or changing shirts will change your sex. (It will not, however, remove the combat penalty for a "Change Sex" curse.)

3. The autograph of either Steve Jackson or John Kovalic on the shirt gives you the additional power to ignore the Kneepads of Allure once per game. With both autographs, of course, you can do it twice.
4. Wearing two [Munchkin](#) shirts at the same time does NOT give another extra card, does NOT let you have both sexes at once, and does NOT let you use more than two autographs.
5. Use of the Cheat card overrides Rule 4. (It doesn't matter which shirt is on the outside.)
6. But under no circumstances is there any bonus for MORE than two shirts.

It is NOT an official tournament rule, but if you wish to make a house rule that a "Lose Your Armor" card requires you to remove your shirt(s), we cannot stop you.

*On your torso. Right side out.

These Munchkin T-shirts are not currently available.



STAR MUNCHKIN SHIRTS

High-quality blue T-shirts with the space-armored munchkin from the Star Munchkin cover. Includes special rules to give the wearer a munchkinly bonus in tournament play!

Official Tournament Rules:

1. If you are wearing an official [Star Munchkin](#) shirt*, you may draw one extra card from either deck when you start play and when you come back from the dead.
2. The autograph of either Steve Jackson or John Kovalic on the shirt means your Red Shirt(s) will not sacrifice themselves in battles that you have won anyway (no more rolling to see if they're stupid).
3. With both autographs, you become immune to the Better Offer card. No one can steal your hirelings.
4. You may not wear this shirt at the same time that you are wearing another [Star Munchkin](#) or [Munchkin](#) shirt.
5. Use of the Cheat card overrides Rule 4. (It doesn't matter which shirt is on the outside.)
6. But under no circumstances is there any bonus for MORE than two shirts.

It is NOT an official tournament rule, but if you wish to make a house rule that a "Lose Your Armor" card requires you to remove your shirt(s), we cannot stop you.

*On your torso. Right side out.

Star Munchkin T-shirts are not currently available.



MUNCHKIN FU SHIRTS

High-quality white T-shirts with the Yakuza-Samurai Super Munchkin from the Munchkin Fu cover. Includes special rules to give the wearer a munchkinly bonus in tournament play!

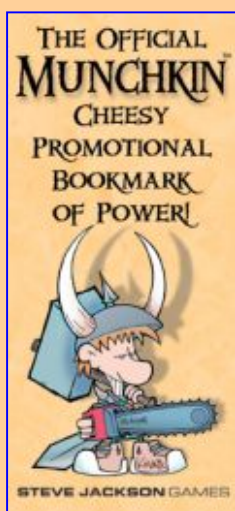
Official Tournament Rules:

1. If you are wearing an official [Munchkin Fu](#) shirt*, you may draw one extra card from either deck when you start play and when you come back from the dead.
2. The autograph of either Steve Jackson or Greg Hyland on the shirt lets you have one extra Style. This means that Monks can have three Styles, and non-Monks can have two. With both autographs, of course, you get a second extra Style.
3. If you lose the extra Style this shirt allows, you do not have to discard the shirt, unless you really want to.
4. You may not wear more than one [Munchkin](#) shirt (of any type, including [Star Munchkin](#)) at the same time.
5. Use of the Cheat card overrides Rule 4. (It doesn't matter which shirt is on the outside.)
6. But under no circumstances is there any bonus for MORE than two shirts.

It is NOT an official tournament rule, but if you wish to make a house rule that a "Lose Your Armor" card requires you to remove your shirt(s), we cannot stop you.

*On your torso. Right side out.

Munchkin Fu T-shirts are not currently available.



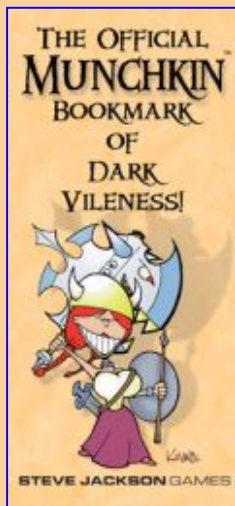
THE OFFICIAL MUNCHKIN CHEESY PROMOTIONAL BOOKMARK OF POWER!

You may use this bookmark in any game of [Munchkin](#) or its sequels. It may be used at any time except during combat. You may only use one bookmark per game unless you change sex. If you change sex, you may use a second bookmark. You may not use more than two in a game, no matter what.

1. Show everyone the bookmark so they can satisfy themselves that it is what you say it is, because they won't be able to read it when you're through.
2. Cut or tear the bookmark into little pieces.
3. Dance around the table, scattering the pieces everywhere, singing "I'm a munchkin! I'll do anything to win! Tra-la-la!" The "Tra-la-la" may be repeated as necessary; you have to keep singing until you have made it around the table. The spell does not work without the incantation, so unless you have a spare bookmark for reference, you'd better have a good memory.

4. If you didn't do #3 right, nothing happens and the other players may mock you for wasting your magic item.
5. If you did #3 right, roll one die:
 On a 1 through 4, draw that many face-down cards from your chosen deck(s).
 On a 5 or 6, pick any one card from the discards.

The Official Munchkin Cheesy Promotional Bookmark of Power is periodically included free with orders from [Warehouse 23](#). If available, it will be listed under the store's [announcement section](#).



THE OFFICIAL MUNCHKIN BOOKMARK OF DARK VILENESS!

You may use this bookmark in any game of [Munchkin](#) or its sequels. It may be used at any time except during combat. You may only use one bookmark (of any kind) per game unless you change sex. If you change sex, you may use a second bookmark. You may not use more than two in a game, no matter what.

1. Show everyone the bookmark so they can satisfy themselves as to the exact nature of its vileness.
2. Discard as many cards as you like, from your hand only, and lose as many levels as you like (minimum 1).
3. Your chosen victim now loses as many levels as the total of the cards you discarded and the levels you lost. You must chortle gleefully.
4. Give the bookmark to the victim. It's his now. He may save it for later, or (if he is eligible) use it during the current game.
5. Note that once someone reaches 10th level, they have won. You can't use the bookmark on them AFTER they win, because the game is over!

The Official Munchkin Bookmark of Dark Vileness is periodically included free with orders from [Warehouse 23](#). If available, it will be listed under the store's [announcement section](#).



THE OFFICIAL MUNCHKIN BOOKMARK OF CLERICAL ERRONEOUSNESS!

You may use this bookmark in any game of [Munchkin](#) or its sequels. It may be used at any time that another bookmark is used. You may only use one bookmark (of any kind) per game unless you change sex. If you change sex, you may use a second bookmark. You may not use more than two in a game, no matter what.

1. Use this bookmark as soon as someone else uses a bookmark in a way that does not suit your fancy. Let them complete any ritual involved, especially if it is embarrassing or destructive.
2. Recite the First Litany of Clerical Erroneousness, which is "Wrong, wrong, wrong, thou foolish heathen! I SMITE THEE!"
3. Show everyone this bookmark so they can improve their understanding of the wrongness, as well as the magnitude of the smiting that is about to occur.
4. The effect of the other bookmark is now canceled. If it was given away, the person to whom it was given may keep it.
5. If the bookmark you are canceling is destroyed during the process, you must now destroy *this* bookmark, using the exact same ritual.
6. Otherwise, give this bookmark to the person who played the one that you canceled. It's his now. He may even use it during the current game, if a sex change makes him eligible to do so.
7. Exception to (5) and (6): If you are a Cleric at the moment you played this bookmark, you may recite the Second Litany of Clerical Erroneousness, which is "Ha, ha, ha, God always liked me best!" and keep it for yourself!

The Official Munchkin Bookmark of Clerical Erroneousness is periodically included free with orders from [Warehouse 23](#). If available, it will be listed under the store's [announcement section](#).

THE OFFICIAL STAR MUNCHKIN BOOKMARK OF BLATANT CHEATING!

You may use this bookmark in any game of [Munchkin](#) or its sequels. It may be used at any time, even during combat. You may only use one bookmark (of any kind) per game unless you change sex. If you change sex, you may use a second bookmark. You may not use more than two in a game, no matter what.

1. Show everyone the bookmark. A wicked giggle at this time is appropriate.
2. Go through the deck or discards until you find a Race or Class card you really want. Take it. You can play it now if it is otherwise legal to do so. For the purposes of this bookmark, Half-Breed and Super Munchkin count; you may take one of those if you find it.
3. Hand the bookmark to the player on your left, unless that person has already played a bookmark during this game. If they have, give it to the next player. If everyone at the table has played a bookmark during this game, you get to keep this one.



The Official Star Munchkin Bookmark of Blatant Cheating is periodically included free with orders from [Warehouse 23](#). If available, it will be listed under the store's [announcement section](#).



THE OFFICIAL STAR MUNCHKIN BOOKMARK OF CLOWNTROOPER CHAOS!

You may use this bookmark in any game of [Munchkin](#) or its sequels. It may be used at any time. You may only use one bookmark (of any kind) per game unless you change sex. If you change sex, you may use a second bookmark. You may not use more than two in a game, no matter what.

1. Show everyone the bookmark so they can satisfy themselves as to the exact nature of its interstellar evilness.
2. Decide how you will use it: Cosmic Cream Pie Splatter, or Space Banana Peel of Doom.
3. If you select Cosmic Cream Pie Splatter, everyone, including you, gets a -1 to their next attempt to Run Away. It is your responsibility to keep track of who still has the penalty outstanding. You keep the bookmark.
4. If you select Space Banana Peel of Doom, play stops while you write BANANA BANANA KILL KILL on this side of the bookmark, roll it up, and throw it into a wastebasket from at least four feet away. If you miss, tough luck.
5. If you hit, you may designate one victim who is at -3 (!!) on his next attempt to Run Away. If he was attempting to Run Away when you declared the banana attack, it counts NOW, not on some later combat.
6. Whether you hit or miss, the bookmark may not be reused.

The Official Star Munchkin Bookmark of Clowntrooper Chaos is periodically included free with orders from [Warehouse 23](#). If available, it will be listed under the store's [announcement section](#).

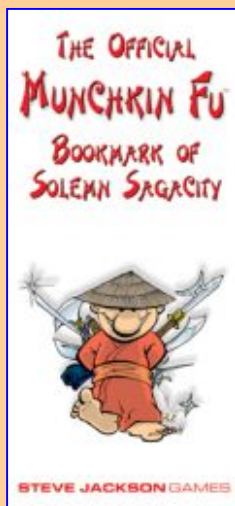


THE OFFICIAL MUNCHKIN FU BOOKMARK OF HONG KONG WRONGNESS!

You may use this bookmark in any game of [Munchkin](#) or its sequels, though there is little point in using it unless [Munchkin Fu](#) is included. It may be used only during combat. You may only use one bookmark (of any kind) per game unless you change sex. If you change sex, you may use a second bookmark. You may not use more than two in a game, no matter what.

1. Show everyone the bookmark so they can satisfy themselves as to the exact nature of its wrongness.
2. You now belong to the Hong Kong Throng. Anyone may play any Hong Kong monster on you as an ally, or give you any Hong Kong item. Monster enhancers work normally on Hong Kong monsters played on you.
3. This is a one-combat effect. At the end of the combat, any Hong Kong monster allies vanish, but you may keep any Hong Kong item.
4. If you won, keep the bookmark. If you lost, give the bookmark to the player who currently has the lowest level. Roll for ties. If you, yourself, are the lowest level, keep the bookmark.

The Official Munchkin Fu Bookmark of Hong Kong Wrongness is periodically included free with orders from [Warehouse 23](#). If available, it will be listed under the store's [announcement section](#).



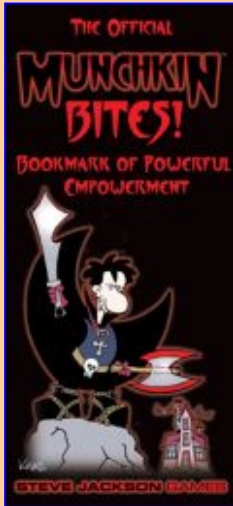
THE OFFICIAL MUNCHKIN FU BOOKMARK OF SOLEMN SAGACITY

You may use this bookmark in any game of [Munchkin](#) or its sequels. It may be used only during combat. You may only use one bookmark (of any kind) per game unless you change sex. If you change sex, you may use a second bookmark. You may not use more than two in a game, no matter what.

1. Show everyone the bookmark so they can satisfy themselves as to the exact nature of its Munchkinly wisdom.
2. You are now granted Solemn Sagacity, and may contemplate your bellybutton with such intensity that the monster(s) fighting you will chose another opponent. You MUST, in fact, contemplate your bellybutton for at least five seconds. The other players may count out loud: "Bellybutton 1, bellybutton 2 . . ." If another player's bellybutton happens to be visible already, you may contemplate that instead, as long as you contemplate from at least three feet away.
3. Everyone at the table, except you, must roll. The high roller is attacked by the monster, with all modifiers intact. You get no levels or Treasure for this combat.
4. Give the bookmark to the victim. It's his now. He may save it for later, or (if he is eligible)

use it during the current combat. You are immune to further uses of The Official ***Munchkin Fu*** Bookmark of Solemn Sagacity for the remainder of the game.

The Official Munchkin Fu Bookmark of Solemn Sagacity is periodically included free with orders from [Warehouse 23](#). If available, it will be listed under the store's [announcement section](#).



THE OFFICIAL MUNCHKIN BITES! BOOKMARK OF POWERFUL EMPOWERMENT

You may use this bookmark in any game of [Munchkin](#) or its sequels (though it won't do much good unless [Munchkin Bites!](#) is involved). It may be used at any time except during combat. You may only use one bookmark per game unless you change sex. If you change sex, you may use a second bookmark. You may not use more than two in a game, no matter what.

1. Show everyone the bookmark so they can satisfy themselves that it is what you say it is.
2. Dance around the table shouting, "I vont to vin! I vont to vin! Bwahahaha! Arrroooo!" The last should sound as much like a werewolf as possible.
3. You may now steal an in-play Power from another player: Discard a number of cards equal to the rank of the Power you want to take. Then roll a die:
On a 1 through 4, you take the Power and either play it immediately (if you have enough levels to use it), or put it in your hand.
On a 5 or 6, you may take the Power and put it into play immediately, regardless of your level.
4. Give your victim this bookmark. You are immune to further uses of *The Official Munchkin Bites! Bookmark of Powerful Empowerment* for the remainder of the game.

The Official Munchkin Bites! Bookmark of Powerful Empowerment is periodically included free with orders from [Warehouse 23](#). If available, it will be listed under the store's [announcement section](#).

THE OFFICIAL SUPER MUNCHKIN WINGED HELMET OF SWIFTNESS BOOKMARK

You may use this bookmark in any game of [Munchkin](#) or its sequels. It may be used at any time. You may only use one bookmark (of any kind) per game unless you change sex. If you change sex, you may use a second bookmark. You may not use more than two in a game, no matter what.

1. Show everyone the bookmark so they can satisfy themselves as to the exact nature of its superheroic swiftness.
2. Tear the bookmark in half, lengthwise, and place one half behind each ear. It is now your Winged Helmet of Swiftness.



3. During your next combat (or your current combat, if it had already started when you brought out the bookmark), you may Run Away automatically. Additionally, you can take one of the monster's Treasures, drawn face-up. If the monster had no Treasure, you're out of luck.
4. If you were assisting, or being assisted by, another player, they must roll normally to Run Away. They do not get a Treasure.
5. You must keep the wings behind your ears until you have drawn your Treasure. If they fall out, you may replace them.
6. If you can keep the wings behind your ears until the beginning of your *next* turn, draw one face-down Treasure before you kick the door down. You may touch them to keep them in place, but if they fall, you can't put them back. If anyone else makes them fall, though, you get your face-down Treasure immediately.

The Official Super Munchkin Winged Helmet of Swiftess Bookmark is periodically included free with orders from [Warehouse 23](#). If available, it will be listed under the store's [announcement section](#).

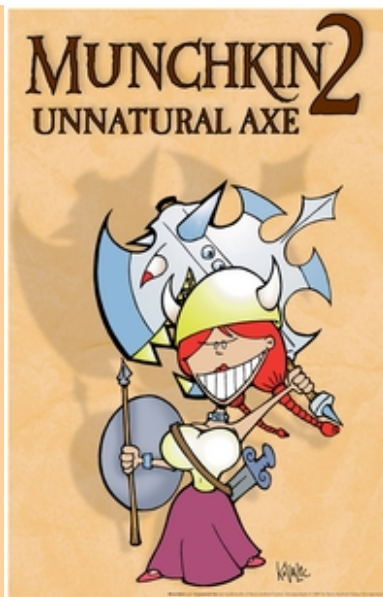


Mug the Shopkeeper and ***Step and a Half*** both became available in June 2005, but neither were included in any product. They were distributed through Game Trade Magazine and the MIB.



***Munchkin* Posters**

[Warehouse 23](#) also carries assorted posters for ***Munchkin***. Check out what they have [available](#)! These posters are printed on high-quality photo paper for bright, lasting colors.



Munchkin Ornament

Deck the halls of your dungeon with this [wooden ornament](#), shaped like the Munchkin from the cover of the original game. This ornament measures approximately 2 ½" wide by 3" tall. The design is laser etched, from both sides, into cedar wood. Grab one for your treasure stash!

Allergy Notice: This ornament is made from cedar wood.



Mask of the Munchkin

A Munchkin for every season, and a Mask for every Munchkin! This ***Munchkin*** freebie should be downloaded, cut, glued, and worn to your next ***Munchkin*** game. Put it on to avoid a Trap or Curse! Wear it on Halloween when you go trick-or-treating! Just don't drive wearing it.

Mask of the Munchkin Rule!

You may use this Mask in any game of ***Munchkin*** or its sequels. It may be used whenever a Trap or a Curse is played upon you.

1. When a Trap or a Curse is played upon you, exclaim loudly "Mighty Mask of the Munchkin, I call upon your Power!"
2. Put on the Mask. The Trap or Curse no longer affects you.
3. You must keep the Mask on for the rest of the game. If you take off the Mask for any reason, you lose one level.
4. Special Halloween Rule: For any games played on October 31st, wearing the Mask of the Munchkin for the entire game allows you to win by attaining Level 9.

Wearing multiple Masks is legal, and very Munchkinly. However, you will lose one level per mask if they come off! Masks must be worn on your head, but not necessarily your face.

The winning level must always be attained by killing a monster, regardless of what exact number that level is. And no, you can't win at Level 8 by wearing two Masks on Halloween.

Get your own mask [for free on e23!](#)



Munchkin Greeting Card

'Tis the season to be munch-y! In this, the season of giving and receiving, we invite you to give monsters some pain and receive all their stuff. Or, if you want to be marginally nicer, you could give them [this official ***Munchkin*** holiday greeting card](#), complete with a new rule for the game!

And then kill them and take their stuff.



Munchkin Temporary Tattoos

Each package includes:

- 2 copies of Cheat! (+2)
- 2 copies of Magic Missile (+2)
- 2 copies of Duck of Doom (+2)
- 2 copies of Loaded Die (+3)
- 2 copies of Super Munchkin (+2)

Official Tournament Rules

You may use [these tattoos](#) in any game of [Munchkin](#) or its sequels. You must be wearing the tattoo* and show it to the other players to use it. During combat, use one of the enclosed tattoos to get the bonus printed on that tattoo for your side, for that combat only. You may only use one tattoo (of any kind) per game unless you change sex. If you change sex you may use a second tattoo. You may not use more than two in a game no matter what.

** On your skin.*

STEVE JACKSON GAMES