

STAR MUNCHKIN™

Kill the Monsters • Steal the Treasure • Stab Your Buddy

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IN SPACE



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The Munchkins have left the dungeon . . . they're in orbit, rampaging through the Space Station, killing the monsters and taking their stuff! *Star Munchkin* is based on the original *Munchkin* and can be combined with it (see the last page).

This game includes 168 cards, these rules, and one die.

Setup

3 to 6 can play. You will need 10 tokens (coins, poker chips, whatever – or any gadget that counts to 10) for each player.

Divide the cards into the Station deck (with a door on the back) and the Treasure deck (with a pile of loot on the back). Shuffle both decks. Deal two cards from each deck to each player.

Card Management

Keep separate face-up discard piles for the two decks. When a deck runs out, reshuffle its discards. If a deck runs out and there are no discards, nobody can draw any of that kind of card!

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" rather than the items you are carrying. At the end of your turn, you may have no more than five cards in your hand.

Carried Items: Treasure cards can be played in front of you to become "carried items." See **Items**, below.

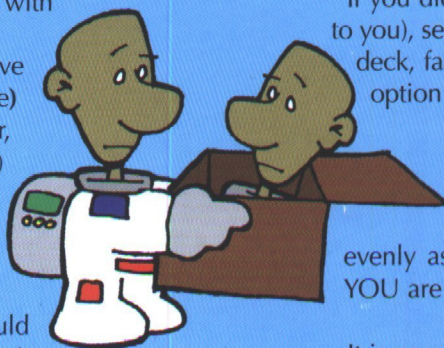
When Cards Can Be Played: Each type of card can be played at a specified time (see below).

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.)

Look at your starting cards. If you have any **Race** cards (Cyborg, Mutant, Feline) or **Class** cards (Psychic, Bounty Hunter, Trader, Gadgeteer), you may (if you like) play one of each type by placing it in front of you. If you have any **Item** or **Sidekick** cards, you may play them as well. If you have any doubt about whether you should play a card, you could read below, or just charge ahead and do it.



Starting and Finishing the Game

Decide who goes first in any agreeable manner. Heh, heh.

Play proceeds in turns, each with several phases (see below). When the first player finishes, the player to his left goes, and so on.

The first player to reach 10th level wins . . . but you *must* reach 10th level by killing a monster. If two players kill a monster together and reach 10th level at the same time, they both win.

Turn Phases

(1) Open A Door: Draw one card from the Station deck and turn it face up. If it's a monster, you must fight it. See **Combat**. Resolve the combat completely before you go on. If you kill it, go up a level (or, for a big monster, two levels – it will say so on the card).

If the card is a trap – see **Traps**, below – it applies to you immediately (if it can) and is discarded.

If you draw any other card, you may either put it in your hand or play it immediately.

(2) Look For Trouble: If you did NOT encounter a monster when you first opened the door, you now have the option of playing a monster (if you have one) **from your hand** and fighting it, as described above. Don't play a monster you can't handle, unless you're sure you can count on getting help!

(3) Loot The Room: If you killed a monster, take the number of Treasures shown on the monster card. Draw them face down if you killed the monster alone, or face up if you had help.

If you met a monster but ran away, you get no treasure!

If you did not meet a monster (or met one who was friendly to you), search the room. Draw a second card from the **Station** deck, face **down**, and put it in your hand. (Felines have the option of opening a second door, instead.)

(4) Charity: If you have more than five cards, give the excess to the *living* player with the lowest level. If players are tied for lowest, divide them as evenly as possible. You choose who gets the bigger half. If YOU are lowest or tied for lowest, just discard the excess.

It is now the next player's turn.

Find more munchkinism at www.sjgames.com/munchkin/

Combat

To fight a monster, check the Level at the top of its card. If your own Level, plus the Bonus from any items you are carrying, totals more than the monster's Level, you kill it. Some monster cards have special powers which affect combat – a bonus against one race or class, for instance. Be sure to check these before resolving combat.

You may also use one-shot cards, such as grenades, from your hand during combat. A card is a one-shot if it says Usable Once Only, or if it gives a level increase.

If other monsters (a Wandering Monster or a Clone) join the fight, you must defeat their combined levels. If you have the right cards, you can eliminate one monster from the combat and fight the other normally, but you cannot choose to fight one and run from the other(s). If you eliminate one with a card but then run from the other(s), you don't get any treasure.

If you kill a monster, you go up a level (2 levels for some very dangerous monsters). If you were fighting multiple monster cards – see **Interfering** – you go up a level for each monster killed! But if you defeat a monster without killing it, you NEVER go up a level.

Discard the monster card(s) and draw treasure (see below). But note: someone may play a hostile card on you, or use a special power, just as you think you have won. When you kill a monster, you must wait a reasonable time, defined as about 2.6 seconds, for anyone else to speak up. After that, you have really killed the monster, and you really go up a level and get the treasure, though they can still whine.

If you cannot defeat the monster, you have two choices: ask for help or run away.

Asking For Help

You may ask any other player to help you. If he refuses, you may ask another player, and so on, until they all turn you down or someone helps. Only one player can help you.

You can bribe someone to help. In fact, you'll probably have to, unless there's a Bounty Hunter around. You may offer him any Item(s) you are currently carrying, or any number of the Treasure cards the monster has. If you offer him part of the treasure, you must agree whether he picks first, or you pick first, or what.

When someone helps you, add his Level and Bonuses to yours.

The special abilities or vulnerabilities of the monster also apply to your helper, and vice versa. For instance, if you are not a Feline yourself, and a Feline helps you against a Starfish, the monster is -5 against you. But if you are facing the Fanged Fuzzball and a Feline helps you, the monster's level is *increased* by 2.

If someone successfully helps you, the monster is slain. Discard it, draw treasure (see below), and follow any special instructions on the monster card. **You** still go up a level for each slain monster. Your helper does **not** go up a level.

If nobody will help you . . . or if somebody tries to help, and your fellow party members hurt you or help the monster so the two of you *still* cannot defeat it . . . you must run away.

Running Away

If you run away, you don't get any levels or treasure. You don't even get to loot the room (that is, draw a face-down Station card). And you don't always escape . . .

Roll the die. You only escape on a 5 or better. Felines get a bonus to run away. Some items make it easier to run away. And some monsters are fast, and give you a penalty to your roll.

If you escape, discard the monster. You get no treasure. There are usually no bad effects . . . but read the card. Some monsters hurt you even if you get away from them!

If the monster catches you, it does Bad Stuff to you, as described on its card. This may vary from losing an item, to losing one or more levels, to Death.

If two players are cooperating and still can't defeat the monster(s), they must *both* flee. They roll separately. The monster(s) CAN catch them both.

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.

Death

If you *die*, you lose all your stuff. You keep your class(es), race(s) and level – your new character will look just like your old one.

Looting The Body: Lay out your hand beside the cards you had in play. Starting with the one with the *highest* level, each other player chooses one card . . . in case of ties in level, roll a die. If your corpse runs out of cards, tough. After everyone gets one card, the rest are discarded.

On your next turn, start by drawing *two from each deck*, face-down, and playing any Race, Class, or Item cards you want to, just as when you started the game.

Treasure

When you kill a monster, you get its treasure. Each monster has a Treasure number on the bottom of its card. Draw that many treasures. Draw face-down if you killed the monster alone. Draw face-up, so the whole party can see what you got, if someone helped you.

Treasure cards can be played as soon as you get them. Item cards can be placed in front of you. "Go Up A Level" cards can be used instantly.

Character Stats

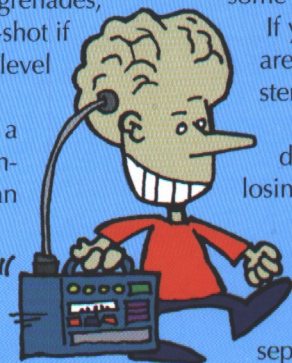
Each character is basically a collection of weapons, armor, and gadgets, with three stats: Level, Race, and Class. For instance, you might describe your character as "a 9th-level Feline Bounty Hunter with Battle Armor, Diamondoid Teeth, and a Laser-Maser-Dazer."

Your character's sex starts off the same as your own.

Level: This is a measure of how generally buff and studly you are. (Monsters have levels, too.) Keep track of your level by placing tokens in front of you. Level ranges from 1 to 10. You will gain and lose levels constantly during play.

You gain a level when you kill a monster, or when a card says that you do. You can also sell items to buy levels (see **Items**).

You lose a level when a card says that you do. Your level can never go below 1. However, your *effective* level in a combat can be negative, if enough bad cards are played on you.



Race: Characters may be human, Mutant, Feline, or Cyborg. If you have no Race card in front of you, you are human.

Humans have no special abilities. Each other race has different special abilities or penalties (see the cards). You gain the abilities of a race the moment you play its card in front of you, and lose them as soon as you discard that card. You can discard a race card at any time, even in combat: "I don't wanna be a Mutant any more." When you discard a race card, you become human again.

Some race (and class) abilities are powered by discards. You may discard any card, in play or in your hand, to power a special ability. Note that if you have NO cards in your hand, you cannot "discard your whole hand."

You may not belong to more than one race at once unless you play the Half-Breed card.

Class: Characters may be Gadgeteers, Psychics, Traders, or Bounty Hunters, with the appropriate Class card. Each class has different abilities, shown on the cards. You gain the abilities of a class the moment you play its card in front of you, and lose them as soon as you lose or discard that card.

You can discard a Class card at any time, even in combat: "I don't wanna be a Gadgeteer any more."

You may not belong to more than one class at once unless you play the Super Munchkin card.

Items: Each Item card has a name, a power, and a value in credits.

An item card in your hand does not count until you play it; at that point, it is "carried." You may carry any number of regular items, but you can use only one Complex one. (Any item not designated Complex is considered regular.) Gadgeteers are an exception. They can use any number of Complex items.

Anyone can carry any item, but some items have use restrictions: for instance, the Neuronic Whip can only be wielded by a Mutant. Its bonus only counts for someone who is, at the moment, a Mutant.

You may also use only one headgear, one suit of armor, one set of footgear, and two "hand" items (or one "two hands" item), unless you have cards or special abilities that let you carry more or the other players don't catch you. If you are carrying two helmets, for instance, only one of them can help you. You should indicate items that can't help you, or extras not

being worn, by turning the cards sideways. You may NOT switch between (for instance) helmets during a combat or while running away.

Selling Items: During your turn, you may turn in items worth 1,000 credits and immediately go up one level. If you turn in (for instance) 1,100 credits worth, you don't get change. But if you can manage 2,000 worth, you can go up two levels at once, and so on. You may turn in items from your hand as well as those you are carrying.

You may not sell, trade, or steal items DURING a fight. Once you expose a monster card, you must finish the fight with the cards you have.

When to Play Cards

Instructions on the cards always override the general rules. However, no card can reduce a player or monster to Level 0 or below, and no player can reach Level 10 except by killing a monster.

Monsters

If drawn face-up, during the "Open A Door" phase, they apply to the person who drew them. They must be fought immediately.

If acquired any other way, they may be played during "Looking For Trouble," or played on another player with the Wandering Monster card.

For rules purposes, each Monster card is a single monster, even if the name on the card is plural.

Monster Enhancers

"Radioactive," "Last Of Its Race," "Computerized," and "From Another Dimension" raise the level of monsters (and "Miniaturized" lowers the level). "Wandering Monster" and "Clone" bring another monster to join a battle. They may be played during any combat.

All enhancers add together, and anything that enhances a monster enhances its clone . . . if Radioactive, Computerized, and Clone are played together, *in any order*, you are facing a radioactive computerized monster and its radioactive computerized clone. However, if there are different monsters already in play due to a Wandering Monster card, the player who plays the enhancer must choose which one it applies to.

Treasures – Playing Them

Most Treasure cards represent items. These may be played to the table as soon as you get it, or at any time during your own turn.

Some Treasure cards are "specials" (like "Go Up A Level"). You may use these at any time, unless the card itself says otherwise. Follow its instructions; then discard it.

Treasures – Using Them

Any one-shot ("usable once only") card can be played during any combat, whether you have it in your hand or on the table.

Other magical items cannot be used unless they are in play. If it's your turn, you can play them and use them immediately. If you are helping someone, or fighting out of turn for some reason, you cannot play new items from your hand to the table.

Traps

If drawn face-up, during the "Open A Door" phase, they apply to the person who drew them.

If drawn face-down or acquired some other way, they may be played on ANY player at ANY time. Reducing someone's abilities just as he thinks he has killed a monster is a lot of fun.

A trap affects its victim immediately (if it can) and is discarded. *Exception:* "Chromosome Switch" gives a penalty on your next fight. Keep this card until your next fight.



If a trap can apply to more than one item, the victim decides which item is lost or changed.

If a trap applies to something you don't have, ignore it. For instance, if you draw "Lose Your Headgear" and you have no headgear, nothing happens; discard the trap.

Classes and Races

These cards may be played to the table as soon as they are acquired, or at any time during your own turn.

Half-Breed and Super Munchkin

These are cards that let you have, respectively, two races and two classes.

You can play Half-Breed any time you have one race in play; you are now half that race and half human. You may add a second race at the same time or later, as long as you still have Half-Breed out; you are now (for instance) half Feline and half Mutant, with the advantages and disadvantages of both. You lose Half-Breed at any time you have no race card in play.

You can play Super Munchkin any time you have one class in play and you have a second class card to add to it. You lose Super Munchkin if you lose either of your class cards.

Sidekicks

If you draw a Sidekick, either face up or face down, you may use it immediately or keep it in your hand for later. You may play it at any time, even in combat, as long as you have only one Sidekick in play at a time (two for Traders). You may discard one Sidekick at any time in order to play another. You may not trade Sidekicks.

Each Sidekick has certain powers that can help you. They cannot do anything not stated on the card; for instance, they can't carry things unless the card says they can. A Sidekick is NOT an "item"!

A Sidekick can sacrifice himself for you (indeed, this is the only thing Red Shirts are good for). If you lose a fight, then instead of rolling to run away, you may discard one Sidekick and anything it is carrying. You automatically escape from all monsters in the fight, even if a monster card says escape is impossible. If someone was helping you in the fight, YOU decide whether that person automatically escapes as well, or must roll to escape.

Other Munchkin Stuff

There will be times when it will help you to play a Trap or Monster on yourself, or to "help" another player in a way that costs him treasure. This is very munchkinly. Do it.

Trading

You may trade Items (but not other cards) with other players. You may only trade items from the table – not from your hand. You may trade at any time except when you're in combat – in fact, the best time to trade is when it's not your turn. Any item you receive in a trade must go to the table; you can't sell it until it's your turn.

You may also give items away without a trade, to bribe other players – "I'll give you this Tailgun if you won't help Bob fight the Plasmoid!"

You may show your whole hand to other players. Like we could stop you.

Faster Play

Want the game to go even faster? For a quicker game, each player starts with *four* cards from each deck, and gets four from each deck when he returns from death.

Any time a Race, Class, Half-Breed, or Super Munchkin card 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 it; the loser keeps his Level card.

Interfering With Combat

You can interfere with others' combats in several ways:

Use a one-shot card. If you have a grenade, you could help someone by throwing it at his foe. Of course, you can "accidentally" hit your friend with the grenade, and it will count *against* him.

Play a card to enhance a monster. These are cards that make a monster worse . . . and give it more treasure. You can play these either during your own combats or during someone else's combat.

Play a wandering monster. This sends a monster from your hand to join any combat.

Trap them, if you have a Trap card.

Laser Weapons

Laser weapons include any item with a name ending, more or less, in "aser." Each laser weapon is a 2-handed weapon, but any and all laser barrels can be snapped together to create a single 2-handed weapon with the power of both. For instance, a Laser (+2) and a Dazer (+3) combine to create a Laser-Dazer (+5). Add another Laser and it's a Laser-Laser-Dazer (+7). And it's still just a 2-handed weapon.

However, the combined weapon can be broken down a piece at a time if necessary, and counts as one Item for each card making it up.

All laser weapons are considered "fire" weapons.

Rules Contradictions or Disputes

When the cards disagree with the rules, follow the cards. Any other disputes should be settled by loud arguments among the players, with the owner of the game having the last word.

Combining This Game With Munchkin

Go right ahead. Your Mutant Cleric Bounty Hunter and Half-Elf Half-Feline Wizard can rampage through the Space Dungeon . . .

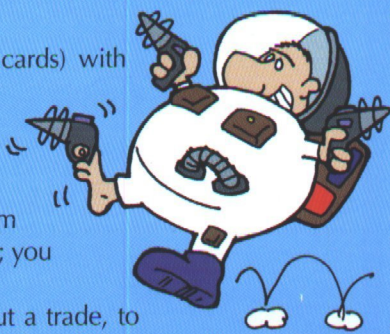
Shuffle all the Treasure cards from both games together. Shuffle the Dungeon and Station cards together and treat them as the same kind of card; any reference to one includes the other.

Use the "fast play" rules (see above).

Traps and Curses are treated as the same kind of card. Any reference to a Trap also means a Curse and vice versa. Yes, Gadgeteers can "disarm" Curses. Likewise, Credits and Gold Pieces are the same thing and can be combined to buy levels, pay taxes, and so on.

The Hireling from *Munchkin* is considered a Sidekick, and the "Kill the Hireling" card can be used on any Sidekick.

Big items (from *Munchkin*) and Complex items (from *Star Munchkin*) are NOT the same thing, and all rules from both games apply normally. Normal characters may carry only one Big item and use only one Complex one.



LEVEL 1

TINY BUT ADVANCED CREATURES

If you don't want to fight, you can give them any Item, and they'll go away.

Bad Stuff: They irradiate your pedal extremities. Lose your Footgear.



1 Treasure

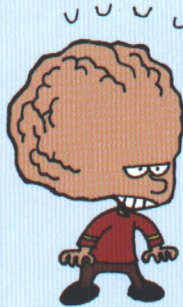
PSYCHIC

You get +2 to any combat when you are alone.

You can discard one card at any time (even during combat) to either:

Read Minds: Look at any other player's hand. You may not show it to other players.

THINK



See the Future:

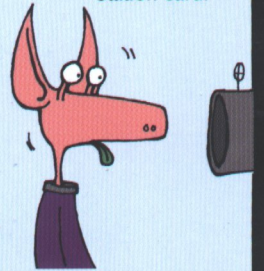
Look at (but not draw, rearrange, or show to others) the next three cards in either deck.

Class

LEVEL 4

BOTTLE BOTTLE

Bottle Bottle must die! The player who kills him draws one face-down Station card.



Bad Stuff:

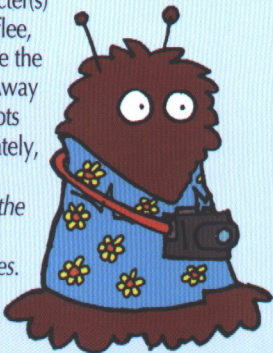
He follows you around, whining. You must give him an Item to make him go away. If you have no Items, lose a Level.

2 Treasures

WANDERING MONSTER

Play this card, with a Monster from your hand, when someone (including you!) is in combat.

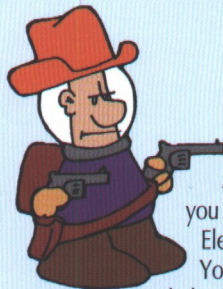
Your monster joins the one already fighting — add their Levels. If the character(s) must flee, resolve the Run Away attempts separately, in the order the victim chooses.



LEVEL 4

SPACE COWBOY

Some people call him the Space Cowboy. Some people just kill him. Get an extra +2 to your attack for each card you discard.



Bad

Stuff: Ties you up with his Electro-Lasso. You may not help anyone until

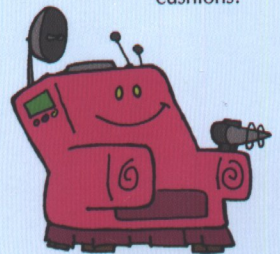
after your next turn.

2 Treasures

LEVEL 1

CHAIR

It might have treasure. Knock the stuffing out of it. Look behind the cushions!



Bad Stuff: Psychics become one with the chair, and escape automatically. Others must discard 1 card (your choice).

1 Treasure

LEVEL 6

FANGED FUZZBALL

Hairball! +2 against Felines!



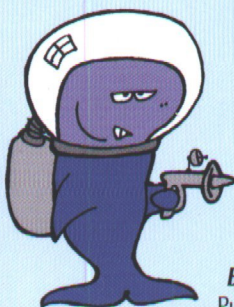
Bad Stuff: It bites your hand off! In a manner of speaking, that is. Discard your whole hand.

2 Treasures

LEVEL 8

STARFISH

Fish yummy! -5 against Felines, and Felines go up an extra Level if they defeat it or help defeat it.



Bad Stuff:

Puddle of water shorts out your shoes. Lose your Footgear.

2 Treasures

No Bonus

SIDERICK:

LOUD HAIRY ALIEN

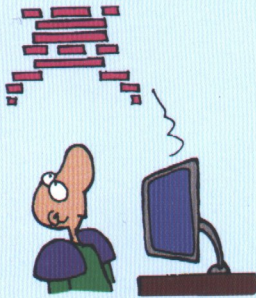
The Alien is no good in a fight, but he can carry 4 hands' worth of items for you, and any item legal for you to use counts for you!



LEVEL 2

COMPUTER VIRUS

+4 vs. Gadgeteers or Bounty Hunters. Yes, these add.



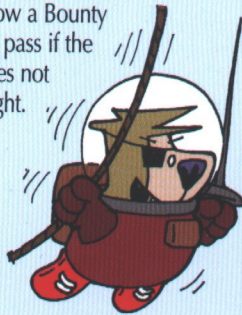
Bad Stuff: Discard all Complex Items you have in play.

1 Treasure

LEVEL 2

ASTRO-MUSKRAT SPACE PIRATE

Will allow a Bounty Hunter to pass if the player does not wish to fight.



Bad Stuff:

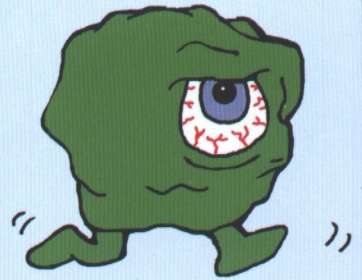
Avast! He plunders you. The player to your right draws two cards from your hand and discards them.

1 Treasure

LEVEL 8

AWFUL GREEN THING

+3 against Psychics. -1 to flee.



Bad Stuff: It head-butts you! Wham! Lose 2 Levels and discard 2 cards from your hand.

2 Treasures

FELINE

+1 to Run Away.

Curiosity: If you don't find a monster behind the first door you open on your turn, you may open *one more* door immediately — turn over the *next* Station card and proceed normally.



Race

TRAP!

ALIEN CANDY

You stuff yourself and gain 200 pounds in two minutes.

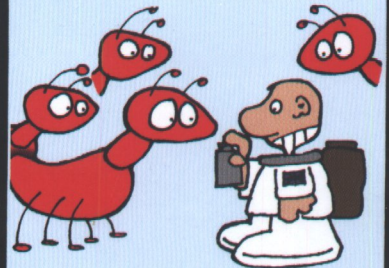


LOSE THE ARMOR YOU ARE WEARING

LEVEL 6

GIANT ANTS

The group mind overwhelms Psychics. +5 against Psychics.



Bad Stuff: The group mind erases your memory of your Class. Lose your Class(es).

2 Treasures

BOUNTY HUNTER

New Contract: When a Monster card is on top of the discard stack, you may discard your entire hand and take it. You may not do this during combat.

Freelance Work: You draw a face-down Station card as a reward after you help someone else kill a monster.



Class

LEVEL 12

CAPTAIN QUIRK

Any female who removes Captain Quirk from the galaxy, or helps the one who does, gets an extra Level.



Bad Stuff: He tries to open hailing frequencies and come in peace. Lose 1 Level if you are wearing any Armor. Otherwise, lose 3 Levels. Yes, men too.

3 Treasures

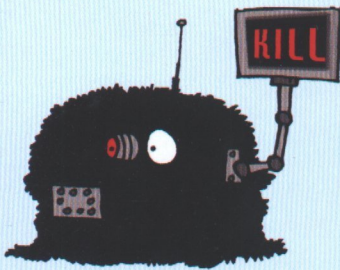
WANDERING MONSTER

Play this card, with a Monster from your hand, when someone (including you!) is in combat. Your monster joins the one already fighting — add their Levels. If the character(s) must flee, resolve the Run Away attempts separately, in the order the victim chooses.



COMPUTERIZED

**+5 TO LEVEL OF
MONSTER**



Play during combat. If the monster is defeated, draw 1 extra Treasure.

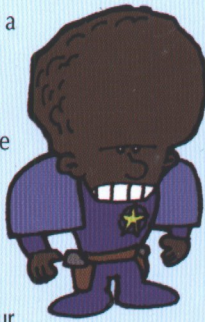
LEVEL 12

PSI PSHERIFF

-5 against Psychics. Or a Psychic may choose not to fight at all and get a free face-down Station card instead.

Bad Stuff:

He reads your mind and marks out the parts he doesn't like. Lose your Class(es).



3 Treasures

TRAP! ANTIMATTER

Of the items you have in play, the one that gives you the highest bonus now carries a PENALTY equal to its former bonus. Turn it upside down. You can discard it at any time, but this costs you 2 Levels. Nothing else will reduce or remove the penalty, and there is no other way to get rid of the item.



LEVEL 1

JANIBOT

Gadgeteers defeat it automatically.



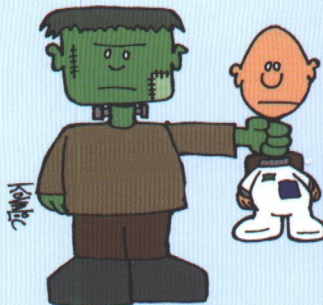
Bad Stuff: You are swept, dried, dusted, and run through the wringer. Lose 1 Level.

1 Treasure

+2 Bonus

SIDEKICK: ANDROID

Instead of fighting at +2, the Android can self-destruct to give you a +12 in any combat. He's not much good after that, though . . . discard him.



LEVEL 18

PLASMOID

Wanted in 18 sectors. +1 Treasure to each Bounty Hunter who defeats it.

Fire and flame weapons do not affect the Plasmoid.

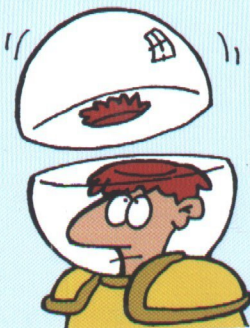


Bad Stuff: It burns you to a tiny, dry, black, ashy, flaky, dead crisp. Then it steps on you. Then it laughs.

2 Levels

5 Treasures

TRAP! MONOWIRE



**LOSE THE HEADGEAR YOU
ARE WEARING**

LAST OF ITS RACE

**+10 TO LEVEL OF
MONSTER**



Play during combat. If the monster is defeated, draw 2 extra Treasures.

LEVEL 2

CARNIVOROUS PLANT

+3 vs. Cyborgs . . . it likes the flavor.



Bad Stuff: Gross vegetable hickies. Lose 1 Level.

1 Treasure

TRAP! SQUIDGILATOR



LOSE 1 LEVEL

TRADER

Faithful Crew: You may have two Sidekicks at the same time.

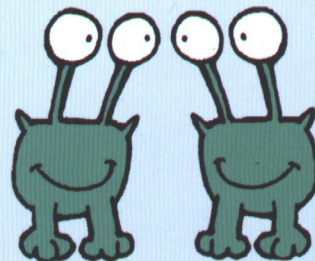
Trading: When an Item card is on top of the discard stack, you may take it by discarding Item(s), in play or from your hand, of equal or greater value. You may not do this during combat.



Class

... AND ITS CLONE

Another monster appears, of the same level and with all the same bonuses. If the monsters are defeated, draw treasures for each and go up levels for each. If player flees, he is at -1 to Run Away.



LEVEL 1 EEP

Stronger than it looks! The person to your left rolls one die and adds the result to Eep's level.

Bad Stuff: It steals one item you have in play. The person to your left chooses. Discard it.

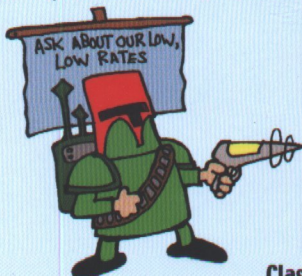


1 Treasure

BOUNTY HUNTER

New Contract: When a Monster card is on top of the discard stack, you may discard your entire hand and take it. You may not do this during combat.

Freelance Work: You draw a face-down Station card as a reward after you help someone else kill a monster.

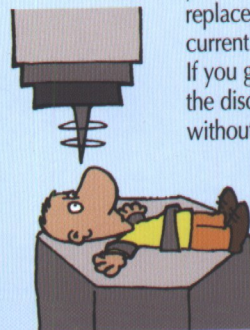


Class

TRAP! ALIEN EXPERIMENT

If you have no Race now, this trap has no effect. Otherwise, go back through the discard pile, starting with the top discard. The first Race card

you come to replaces your current Race(s). If you go through the discards without finding a Race card, you just lose your own Race(s).



LEVEL 2 FACE HUGGER

-4 against Mutants (it can't find the face).

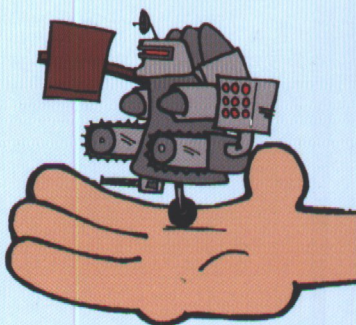


Bad Stuff: Hold your breath, turn blue, lose 2 Levels.

1 Treasure

MINIATURIZED

-5 TO LEVEL OF
MONSTER



Play during combat. If the monster is defeated, draw 1 fewer Treasure.

LEVEL 14 SPACE VAMPIRE

Any other player may discard cards to help the Space Vampire. It gets a +2 for every such card discarded.



Bad Stuff: Lose as many levels as you lost the combat by ... maximum of 5.

4 Treasures

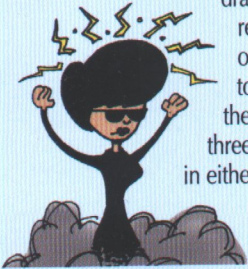
PSYCHIC

You get +2 to any combat when you are alone.

You can discard one card at any time (even during combat) to either:

Read Minds: Look at any other player's hand. You may not show it to other players.

See the Future: Look at (but not draw, rearrange, or show to others) the next three cards in either deck.



Class

LEVEL 6

SPACE GOATS

They eat two cards from your hand before combat. Pick two cards and discard them.



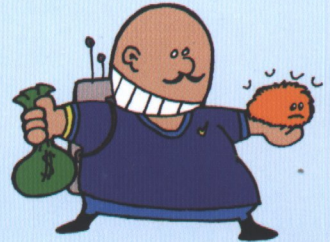
Bad Stuff: They eat two Items you have in play, starting with your Armor if you have any.

2 Treasures

TRADER

Faithful Crew: You may have two Sidekicks at the same time.

Trading: When an Item card is on top of the discard stack, you may take it by discarding Item(s), in play or from your hand, of equal or greater value. You may not do this during combat.



Class

... FROM ANOTHER DIMENSION

+10 TO LEVEL OF MONSTER



Play during combat. If the monster is defeated, draw 2 extra Treasures.

GADGETEER

Tech Wiz: You can use as many Complex gadgets as you can carry.

Disarm Traps: Any time you draw a face-up Trap, you may discard any two cards and discard the trap as well. This does not help you against Traps played on you by your fellow munchkins.

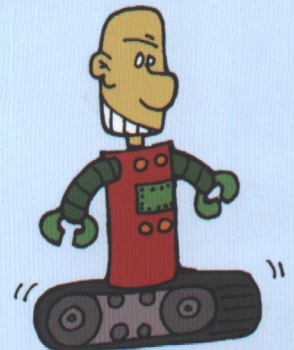


Class

CYBORG

Starts at Level 2. May still be reduced to Level 1 in play.

If killed, the Cyborg may choose instead to lose 2 Levels and stay alive.



Race

TRADER

Faithful Crew: You may have two Sidekicks at the same time.

Trading: When an Item card is on top of the discard stack, you may take it by discarding Item(s), in play or from your hand, of equal or greater value. You may not do this during combat.



Class

LEVEL 8

THING MAN WAS NOT MEANT TO KNOW

+5 against males. It doesn't mind knowing female characters; they do not have to fight it, and gain 1 Level if they don't fight.

Bad Stuff: You must lose either a Race or a Class. If you have no Race or Class to lose, you go back to Level 1.

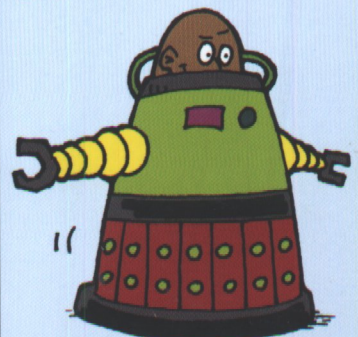


2 Treasures

CYBORG

Starts at Level 2. May still be reduced to Level 1 in play.

If killed, the Cyborg may choose instead to lose 2 Levels and stay alive.

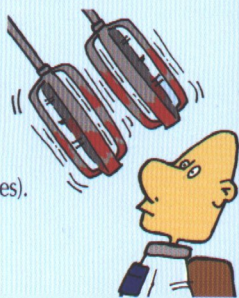


Race

TRAP!

BRAIN SCRAMBLER

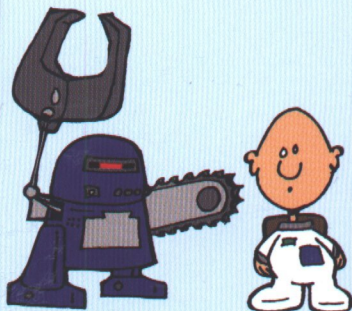
If you have no Class now, this trap has no effect. Otherwise, go back through the discard pile, starting with the top. The first Class card you come to replaces your current Class(es). If you go through the discards without finding a Class card, you lose your own Class(es).



+4 Bonus

SIDEKICK: FAITHFUL ROBOT

The Robot has no special abilities, but he's mean in combat.

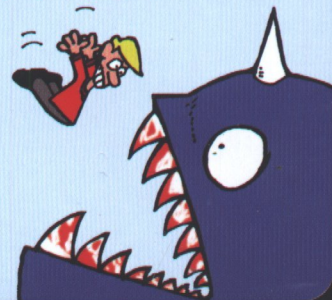


No Bonus

SIDEKICK: RED SHIRT

Red Shirts have no abilities other than the generic Sidekick ability to sacrifice themselves to save you.

Whenever you win a combat, roll a die. On a 6, your Red Shirt got excited and sacrificed himself anyway. Discard him.



GADGETEER

Tech Wiz: You can use as many Complex gadgets as you can carry.

Disarm Traps: Any time you draw a face-up Trap, you may discard any two cards and discard the trap as well. This does not help you against Traps played on you by your fellow munchkins.

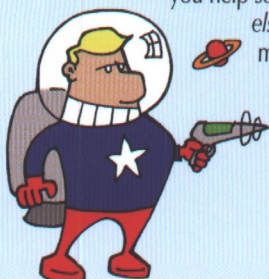


Class

BOUNTY HUNTER

New Contract: When a Monster card is on top of the discard stack, you may discard your entire hand and take it. You may not do this during combat.

Freelance Work: You draw a face-down Station card as a reward after you help someone else kill a monster.



Class

LEVEL 20

GREAT CTHULHU

Sidekicks flee before Great Cthulhu and cannot help you fight him, or save you from his slobbering grasp. (If you survive, they'll come slinking back.)



Bad Stuff:

Not only are you dead, but everyone who Great Cthulhu did not catch goes up a level, just to mock you.

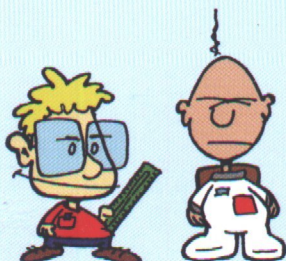
2 Levels

5 Treasures

+2 Bonus

SIDEKICK: WHIZ KID

The Whiz Kid has the Gadgeteer power to let you use as many Complex Items as you can carry.



MUTANT

You may discard two cards of the same type (Station or Treasure) in order to draw one face-down from that deck. You may do this any time except during a combat.

You may wear two items of Headgear OR Footgear at the same time, OR carry an extra Hand's worth of stuff.



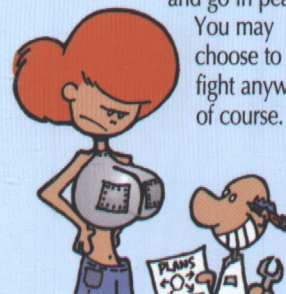
Race

LEVEL 14

BIONIC BIMBO

If you give her any item of Footgear, you may draw 3 Treasures and go in peace.

You may choose to fight anyway, of course.



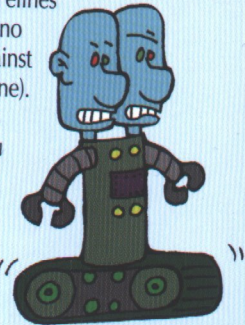
Bad Stuff: Lose all Footgear you have in play. Discard two cards of your choice AND lose 2 Levels.

4 Treasures

HALF-BREED

You may have two Race cards, and have all the advantages and disadvantages of each. Or you may have one Race card and have all of its advantages and none of its disadvantages (for example, monsters that hate Felines will have no bonus against a half-Feline).

Lose this card if you lose your Race card(s).



LEVEL 2 BLOB

+1 to Run Away.



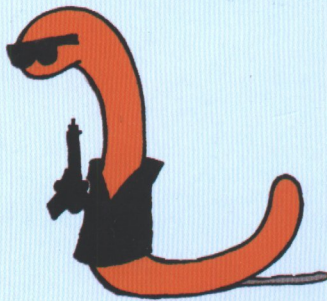
Bad Stuff: Swallows you and dissolves your Armor. Lose your Armor.

1 Treasure

LEVEL 12

WORMINATOR

-4 against Mutants.



Bad Stuff: A Trader can buy his way off by discarding any card. Anyone else loses 2 Levels.

3 Treasures

No Bonus

SIDEKICK: RED SHIRT

Red Shirts have no abilities other than the generic Sidekick ability to sacrifice themselves to save you.

Whenever you win a combat, roll a die. On a 6, your Red Shirt got excited and sacrificed himself anyway. Discard him.



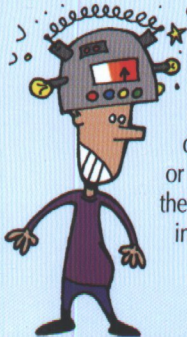
PSYCHIC

You get +2 to any combat when you are alone.

You can discard one card at any time (even during combat) to either:

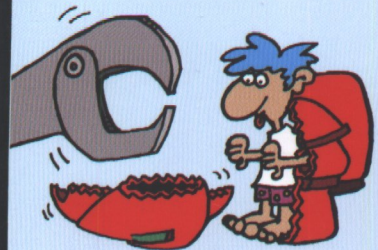
Read Minds: Look at any other player's hand. You may not show it to other players.

See the Future: Look at (but not draw, rearrange, or show to others) the next three cards in either deck.



Class

TRAP! CAN OPENER

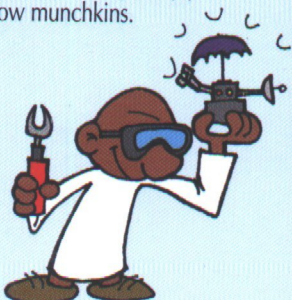


LOSE THE ARMOR YOU ARE WEARING

GADGETEER

Tech Wiz: You can use as many Complex gadgets as you can carry.

Disarm Traps: Any time you draw a face-up Trap, you may discard any two cards and discard the trap as well. This does not help you against Traps played on you by your fellow munchkins.



Class

TRAP!

CHROMOSOME SWITCH

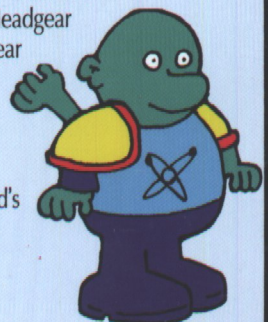
If you are male, become female, and vice versa. -5 to your next combat due to distraction. After that, there is no further penalty, but the change is permanent.



MUTANT

You may discard two cards of the same type (Station or Treasure) in order to draw one face-down from that deck. You may do this any time except during a combat.

You may wear two items of Headgear OR Footgear at the same time, OR carry an extra Hand's worth of stuff.



Race

FELINE

+1 to Run Away.

Curiosity: If you don't find a monster behind the first door you open on your turn, you may open *one more* door immediately – turn over the *next* Station card and proceed normally.



Race

TRAP! GRAVITY REVERSE



LOSE THE FOOTGEAR YOU
ARE WEARING

LEVEL 14 BEING OF IMPURE THOUGHT

+5 against anyone who has changed sex at any time during the game.



Bad Stuff: Lose 3 Levels. In addition, a Trader caught by the Being may not use his Trading ability until his *next* turn ends.

4 Treasures

FELINE

+1 to Run Away.

Curiosity: If you don't find a monster behind the first door you open on your turn, you may open *one more* door immediately – turn over the *next* Station card and proceed normally.



Race

TRAP! AMNESIA

Discard your Class card, if you have one. If you have two Classes in play, lose one of them (your choice). If you have no Class, lose 1 Level.



LEVEL 1 FUZZBALL

Hairball! +2 against Felines!

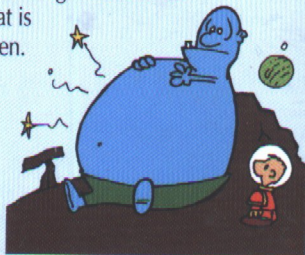
Bad Stuff: Your air filters are clogged. Lose your Headgear.



1 Treasure

LEVEL 4 GAS GIANT

In combat against a Trader or Traders, the Gas Giant snatches one Item in play from each one before combat starts. The player to the Trader's right determines what is stolen.



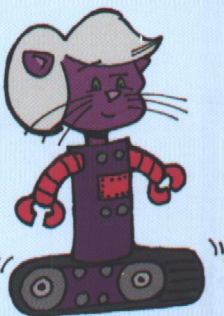
Bad Stuff: Catastrophic eruption! Lose 2 Levels!

2 Treasures

HALF-BREED

You may have two Race cards, and have all the advantages and disadvantages of each. Or you may have one Race card and have all of its advantages and *none* of its disadvantages (for example, monsters that hate Felines will have no bonus against a half-Feline).

Lose this card if you lose your Race card(s).



TRAP! CHEMICAL SPILL

Discard any Race card(s) you have in play and become a Human.



LEVEL 16

BRAIN IN A JAR

Will not pursue anyone of Level 3 or below. For others, escape is impossible! If you don't kill the Brain In A Jar, it follows you with its thoughts and GETS you.



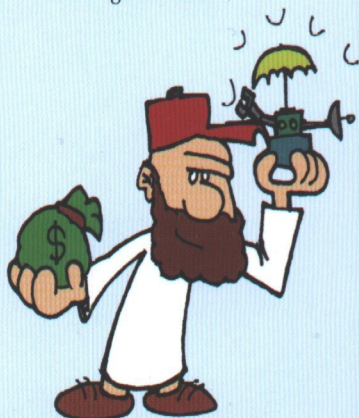
Bad Stuff: You forget everything you know. Lose 2 Levels and your Class(es).

2 Levels

4 Treasures

SUPER MUNCHKIN

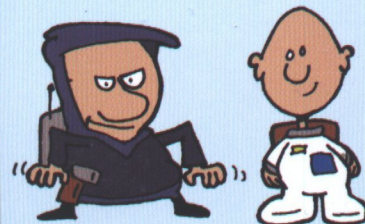
You may have two Class cards, and have all the advantages and disadvantages of each.



No Bonus

SIDEKICK: ROGUE

The Rogue can steal for you. Any time except during combat, you may discard a card to try to steal any non-wearable Item carried by another player. Roll a die; 4 or more succeeds. Otherwise, the Rogue joins the person you tried to steal from.



CHEAT!

You may have and use any one item that would otherwise be against the rules. Put this card with that item. Discard it when you lose that item.



LEVEL 8

CREATURE FROM THE PINK LAGOON

It likes kitties. Nobody knows why. Felines may choose not to fight the Creature. If they don't fight, they draw a card from each deck, face down.



Bad Stuff: Lose 3 Levels.

2 Treasures

TRAP! GENETIC REGRESSION

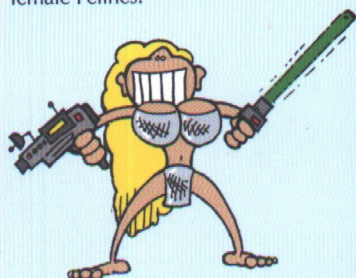


LOSE 1 LEVEL

LEVEL 10

SPACE AMAZON

She has a catty attitude. +4 against female characters, or +6 against female Felines.



Bad Stuff: You must give her Items worth at least 2,000 credits, or she pulls your hair out. Lose 3 Levels.

3 Treasures

TRAP! SOLAR FLARE

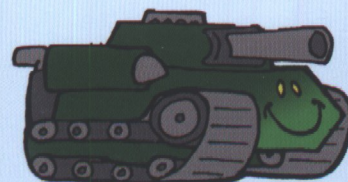
Lose one Complex Item. If you have nothing Complex, lose any other Item of your choice.



LEVEL 16

FRANK THE TANK

+5 against Gadgeteers. Frank wants their toys.



Bad Stuff: Lose all Items you have in play. But as compensation, if you are below Level 3, Frank will raise you to Level 3 so you'll be more fun next time.

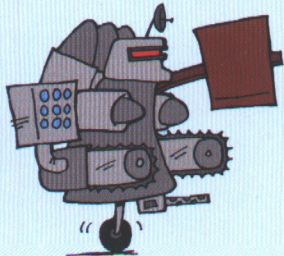
2 Levels

4 Treasures

LEVEL 10

SLAUGHTERBOT

There's good salvage in a Slaughterbot if you know what to look for. If a Gadgeteer defeats (or helps defeat) this monster, it's worth 1 extra Treasure.



Bad Stuff: Roll a die and lose that many Levels.

3 Treasures

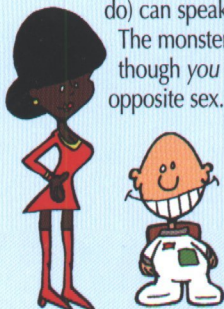
+2 Bonus

SIDEKICK:

BEAUTIFUL ASSISTANT

If a monster reacts differently to males and females, the Beautiful Assistant (who is of the sex opposite to yours, and loyally changes if you do) can speak for you.

The monster reacts as though you were the opposite sex.



LEVEL 6

BUG-EYED MONSTER

Jealous of Mutants because they're prettier. +5 vs. Mutants.



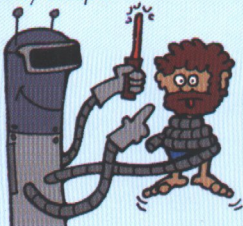
Bad Stuff: Cyborgs escape automatically. Others lose 2 Levels.

2 Treasures

LEVEL 16

SPACE PROBE

Will not pursue anyone of Level 3 or below. Characters of higher levels lose 2 Levels if they fail to defeat it, even if they escape.



Bad Stuff: You get probed. Lose any Armor and/or Headgear you are wearing. Lose 2 Levels. Lose your dignity.

2 Levels

4 Treasures

MUTANT

You may discard two cards of the same type (Station or Treasure) in order to draw one face-down from that deck. You may do this any time except during a combat.

You may wear two items of Headgear OR Footgear at the same time, OR carry an extra Hand's worth of stuff.

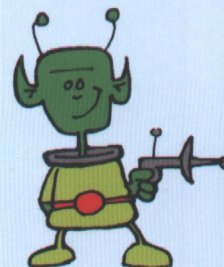


Race

LEVEL 4

LITTLE GREEN MAN

Has no females on his planet. +5 vs. females.

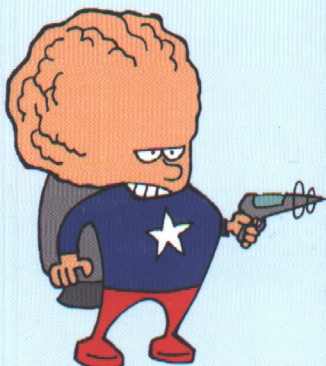


Bad Stuff: Lose 2 Levels.

2 Treasures

SUPER MUNCHKIN

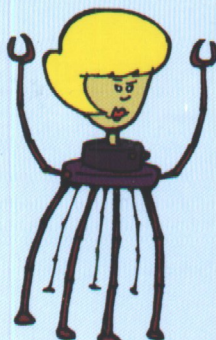
You may have two Class cards, and have all the advantages and disadvantages of each.



CYBORG

Starts at Level 2. May still be reduced to Level 1 in play.

If killed, the Cyborg may choose instead to lose 2 Levels and stay alive.



Race

LEVEL 18

OGRE

+4 against Cyborgs for having meat brains and not being shiny.



Bad Stuff: Oh, you are SO dead.

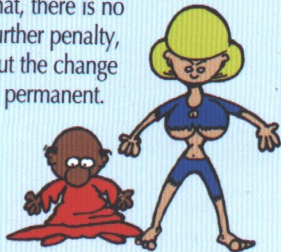
2 Levels

5 Treasures

TRAP!

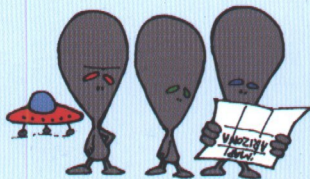
TRANSPORTER ACCIDENT

All the other players roll a die. You swap sex with the high roller and race(s) (if you have no Race card, you're human) with the low roller. Each munchkin whose sex changes has -5 to the next combat due to distraction. After that, there is no further penalty, but the change is permanent.



LEVEL 10 GRAYS

They will flee before a Cyborg, leaving their treasure. Nobody gets the kill.



Bad Stuff: They ask for your advice on cattle mutilation. Lose 2 Levels . . . which drain off to the players on either side of you, one each.

3 Treasures

RADIOACTIVE

+5 TO LEVEL OF MONSTER



Play during combat. If the monster is defeated, draw 1 extra Treasure.

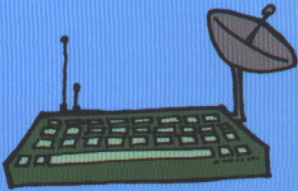
STAR



MUNCHKIN

+4 Bonus

Usable by Gadgeteer Only
CYBERDECK



Complex
1 Hand

700 Credits

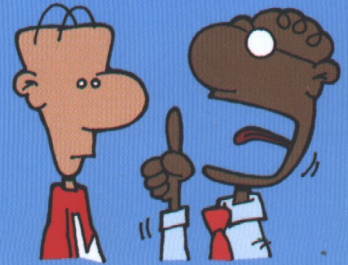
"WE COME IN PEACE" SPEECH

Play during any combat. +5 against
the monster only. Poor monster.
Usable once only.



No Value

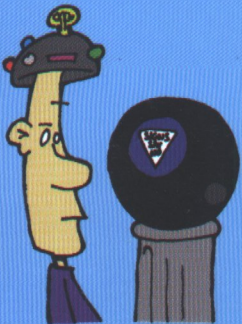
SUPPORT GM WITH BOGUS SCIENCE



GO UP A LEVEL

+3 Bonus

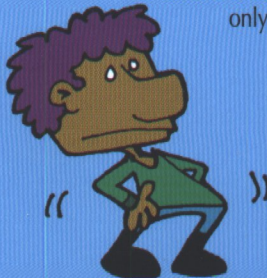
Usable by Psychic Only
ORB OF PREDICTION



600 Credits

TIME WARP

Play immediately after any Trap
goes off or any one-shot Item is used.
The Trap or Item is discarded and
has no effect. One Time Warp can
cancel another, in which case the
original flow of time is unaffected.
Usable once
only.



1,000 Credits

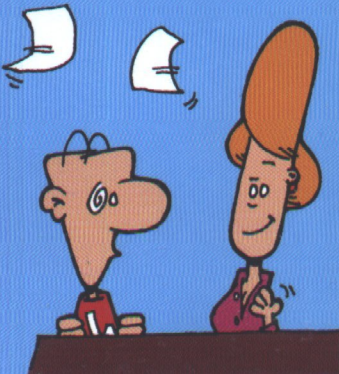
LOADED DIE

Play after you roll the die, for
any reason. Change the roll to the
number you want. Usable once only.



300 Credits

UNDO TOP BUTTON



GO UP A LEVEL

+3 Bonus
DOGBOT



700 Credits

PERMANENT WAVE

Gives you one extra hand to carry
things with.



Headgear

400 Credits

PLOT DEVICE

Go through the discards to find any one card you want. Take that card and discard this one.



1,100 Credits

+4 Bonus

Usable by Trader Only

MECHWALKER



Complex

600 Credits

TIME WARP

Play immediately after any Trap goes off or any one-shot Item is used. The Trap or Item is discarded and has no effect. One Time Warp can cancel another, in which case the original flow of time is unaffected. Usable once only.



1,000 Credits

MIND CONTROL GAS

Play during any combat. A single monster screams in fear and runs away, leaving its treasure. The monster is not killed and does not count for levels. Usable once only.



500 Credits

ROCKET BOOTS

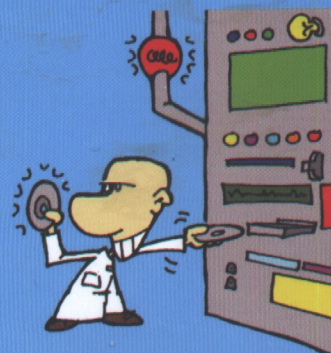
Gives you +2 to Run Away.



Complex
Footgear

400 Credits

SOFTWARE GLITCH



GO UP A LEVEL

To use this, you must discard your entire hand (minimum of 3 cards).

NOVA FLASH GRENADE

Play during any combat. +3 to either side. Usable once only.



100 Credits

+3 Bonus

Usable by Gadgeteer Only

ELECTROSUIT



Complex
Armor

400 Credits

+2 Bonus

Not Usable by Psychic

NO-BRAINER

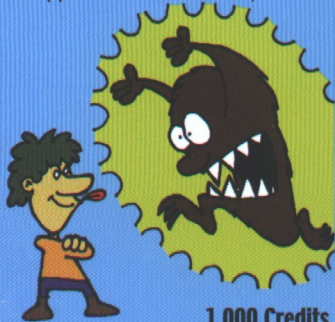


1 Hand

300 Credits

STASIS FIELD

Play after a combat when someone tries to run away, either to immobilize all monster(s) and make escape automatic for the player(s), or to immobilize all player(s) and cause the Bad Stuff to happen. Usable once only.



1,000 Credits

LEECH BOMB

Play during any combat. Completely eliminates one monster AND its treasure. This counts as a kill, *unless* the monster has companions and the munchkins flee from them. Usable once only.



500 Credits

+4 Bonus

Usable by Psychic Only
MENTAL AMPLIFIER

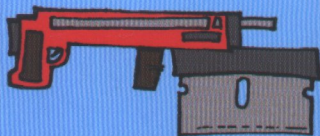


1 Hand

600 Credits

+2 Bonus
RASER

Can be combined with other laser weapons into a single 2-handed weapon.



2 Hands

500 Credits

COSMIC UNDERSTANDING



GO UP A LEVEL

DENEBIAN RUM

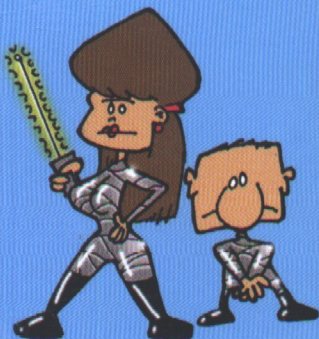
Play during any combat. +3 to either side. Usable once only.



100 Credits

+1 Bonus

CELLOPHANE SPACE SUIT

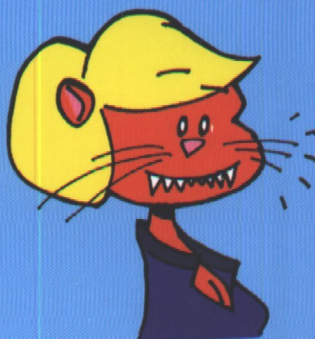


Armor

200 Credits

+2 Bonus

Usable by Feline Only
DIAMONDROID TEETH



200 Credits

MED KIT

Play immediately when you lose a level. One lost level is restored. Usable once only.



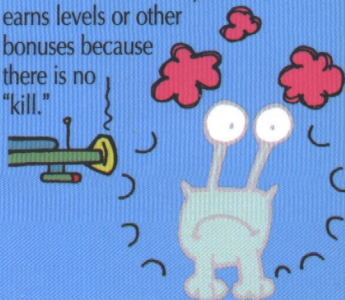
700 Credits

+6 Bonus

Not Usable by Bounty Hunter

FOOF GUN

If you use the Foor Gun to win (you do not have to use it), the monster(s) are teleported away, leaving their treasure. Nobody earns levels or other bonuses because there is no "kill."



1 Hand

600 Credits

+4 Bonus

Usable by Human Only

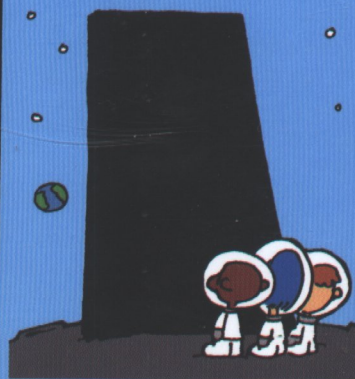
STUPIDITY FIELD



1 Hand

600 Credits

MONOLITH



GO UP A LEVEL

+1 Bonus

X-RAY SPECS

Can be worn along with any other Headgear. If Headgear is lost, it all goes away together.



Headgear

200 Credits

FORGED ID

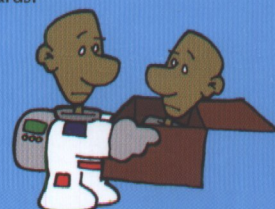
Use after you fail a Run Away roll. Convinces any single monster that you are its commanding officer. If it was the only monster you were facing, you may take its treasure, but you don't gain a level. Usable once only.



No Value

PARADOX IN A BOX

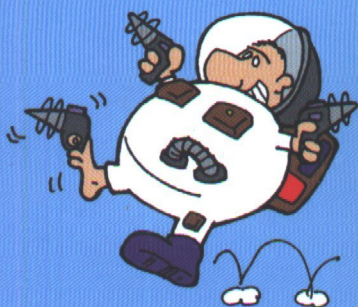
Play when someone has just opened a door and turned over a Station card. It is now the turn of the player you choose — he is the one who turned over the card. After his turn, play then proceeds to the next player. Yes, this can give you two turns in a row. Usable once only; put this card on the bottom of the discards.



1,000 Credits

HANDY FOOT

Gives you one extra hand to carry things with.



Footgear

500 Credits

+3 Bonus

Usable by Cyborg Only

SYMBIOTIC PARTNER

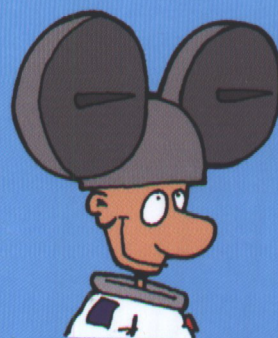


500 Credits

+4 Bonus

Usable by Bounty Hunter Only

TARGETING ARRAY



Complex
Headgear

600 Credits

**OBLITERATE
PEACEFUL PLANET**

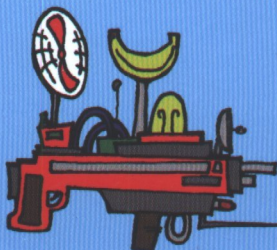


GO UP A LEVEL

+5 Bonus

BANANAFANAFOFASER

Can be combined with other laser weapons into a single 2-handed weapon.



**Complex
2 Hands**

1,000 Credits

+3 Bonus

SHMASER

Can be combined with other laser weapons into a single 2-handed weapon.



2 Hands

600 Credits

+2 Bonus

LASER

Can be combined with other laser weapons into a single 2-handed weapon.



1 Hand

400 Credits

+2 Bonus

ENERGY ARMOR



Armor

400 Credits

+2 Bonus

**Usable by Human Only
PHOTON CUTLASS**



1 Hand

400 Credits

MED KIT

Play immediately when you lose a level. One lost level is restored. Usable once only.



700 Credits

+3 Bonus

MASER

Can be combined with other laser weapons into a single 2-handed weapon.

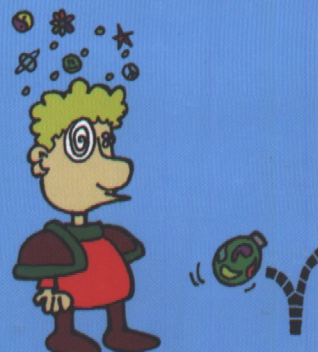


2 Hands

600 Credits

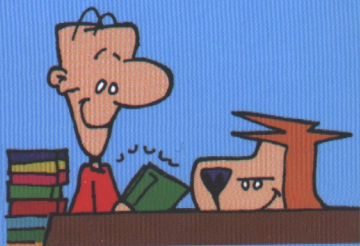
**HALLUCINOGENIC
NANOBOT GRENADE**

Play during any combat. +3 to either side. Usable once only.



100 Credits

LOAN GM YOUR TAPES



GO UP A LEVEL

BEER GAS GRENADE

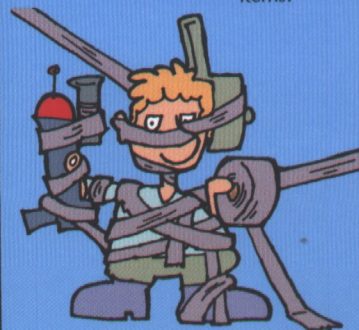
Play during any combat. +2 to either side. Usable once only.



100 Credits

DUCT TAPE

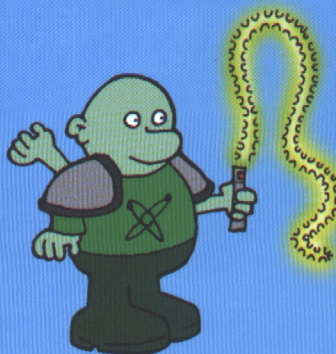
Use this to stick two 1-Hand items together. The three cards are now permanently joined, until discarded, as a single 1-Hand item with the combined value of the other two items.



100 Credits

+4 Bonus

Usable by Mutant Only
NEURONIC WHIP



1 Hand

500 Credits

+2 Bonus

RAY GUN

An extra +1 for anyone named Ray. Or Raye, or Rae, or Rey...



1 Hand

400 Credits

+4 Bonus

Usable by Feline Only
TAILGUN



500 Credits

BALL OF YARN

Play when any Feline helps another player in combat. The Feline is distracted and may not help this turn.

OR, play after a Feline helps you in combat. The Feline is distracted and does not get any of the treasure.

Usable once only.



No Value

LOADED DIE

Play after you roll the die, for any reason. Change the roll to the number you want. Usable once only.



300 Credits

SUPER-SERUM



GO UP A LEVEL

+4 Bonus
BATTLE ARMOR



Complex
Armor & Headgear 1,200 Credits

BETTER OFFER

Play at any time, except during a combat, to take a Sidekick from another player. However, a Trader's sidekicks are loyal and will not leave him.



VISITED BY FUTURE SELF



GO UP A LEVEL

SONIC PLASMA
BARF GRENADE

Play during any combat. +4 to either side. Usable once only.



200 Credits

+4 Bonus

Usable by Cyborg Only

DEELY-BOPPERS

Only a Cyborg would wear them . . .



Headgear

600 Credits

VIBRATING
VIRUS GRENADE

Play during any combat. +3 to either side. Usable once only.



100 Credits

BIG RED BUTTON

Play during any combat. +5 to either side. Usable once only.

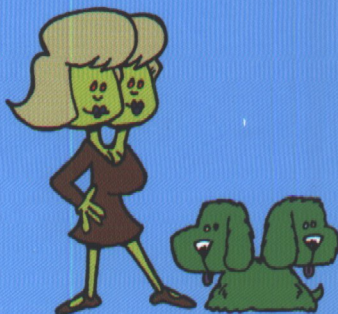


200 Credits

+3 Bonus

Usable by Mutant Only

ALIEN PET



600 Credits

PINK STAMPS

Usable only by a Trader. Turn in the Pink Stamps to take the top card off either discard pile at any time except during combat. Usable once only.



No Value

+1 Bonus
MAGNETIC BOOTS



Footgear

300 Credits

+2 Bonus
LASER

Can be combined with other laser weapons into a single 2-handed weapon.



1 Hand

400 Credits

+3 Bonus
Usable by Bounty Hunter Only
BUZZGLOVE



400 Credits

+2 Bonus
Not Usable by Gadgeteer
LOW-TECH PERSUADER



1 Hand

100 Credits

+2 Bonus
BUBBLE HELMET



Headgear

300 Credits

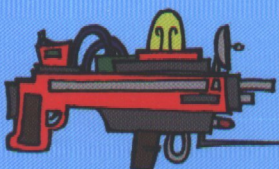
+3 Bonus
Usable by Trader Only
PARALYSIS WAND



500 Credits

+4 Bonus
BOBASER

Can be combined with other laser weapons into a single 2-handed weapon.

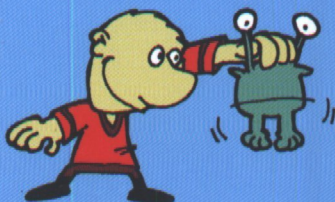


2 Hands

800 Credits

**ALL YOUR BEAST ARE
BELONG TO US**

Play on another player at any time except during combat. He must show everyone all the cards in his hand, and give you all Monster cards he was holding. Usable once only.



+3 Bonus
DAZER

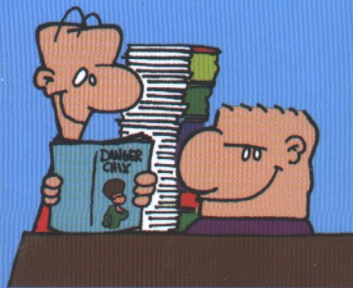
Can be combined with other laser weapons into a single 2-handed weapon.



2 Hands

600 Credits

LOAN GM YOUR COMICS



GO UP A LEVEL

+3 Bonus

Not Usable by Trader

VIBROWORD

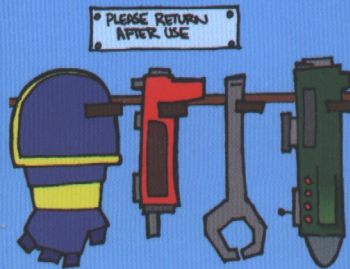


1 Hand

600 Credits

ARMS LOCKER

Immediately draw four face-up Treasure cards. Pick two and discard the other two. Then put this card on the *bottom* of the discards.



STAR MUNCHKIN

