

MUNCHKIN™

GO UP A LEVEL™



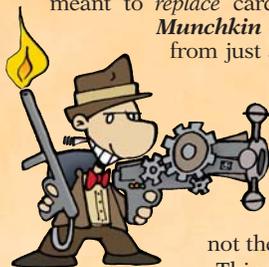
We're very happy with *Munchkin*. It's fun, astoundingly popular, and has opened up gaming – or at least gaming stereotypes – to thousands of people who had never gotten to kill a monster and take its stuff.

And yet . . . all games evolve.

Version 1.5 of the *Munchkin* rules (starting in May, 2010, with *Munchkin*, 19th printing) made some changes to the rules and the cards of the game we all love. But we haven't forgotten our loyal fans who already own lots of *Munchkin* sets. That's where *this* set comes in.

Using These Cards

The cards in *Munchkin: Go Up a Level* are meant to *replace* cards from your existing *Munchkin* sets. We can't stop you



from just adding them in, if you want, but you'll have cards with the same name that work differently.* Future versions of *Munchkin* games will use this text, not the old versions.

This set contains revised copies of the following cards:

- **Super Munchkin** – Changed to work like **Half-Breed**. We made this change for *Munchkin Quest*, and we decided it should work this way in *Munchkin* as well. We also changed **Ultra Munchkin** and **Super Duper Munchkin**, and they're in here as well.

- **Cheat!** – The main change here is to make it very clear that you play **Cheat!** with one of *your* cards; you can't swipe a card from your neighbor or go searching through the decks to pick the card you really want. We have other cards for that. **Cheat With Both Hands** is, of course, also included.

- **Mate** (and its friends) – We don't know what we were thinking when we gave **Mate** a penalty to Run Away. It's gone. We also clarified slightly which cards the **Mate** duplicates.

- **Halfling** – We've heard many complaints over the years that the Halfling is underpowered compared to the other races. So we changed their Run Away penalty (lame!) into a second chance (cool!).

- **Wizard** – We've heard many complaints over the years that the Wizard is overpowered compared to the other classes. So we made the Charm Spell a little more expensive to use. As a tradeoff, we made the Flight Spell a little more useful.

- **Cleric** – We answered one of the biggest questions about the Resurrection power: Yes, you *can* use it on multiple cards; no, you *can't* decide one card at a time.

- **Hireling** – The **Hireling** cards in *Munchkin* and *Munchkin 3 – Clerical Errors* have caused some confusion; what, exactly, can they do? We revised them to be clearer, and we gave them a bonus while we were at it.

- **Gnome** – The Gnome traded his Run Away penalty for a bonus with a few items. We didn't think you'd mind.

- **Bard** – The Enthrall power was a little too random; now it's still random, but you get to try it multiple times, if you want, until it succeeds or you get bored.

- Lots of other cards that were somehow broken: bad wording, printed with the wrong back, a little lame, or (in at least one case) way too strong.

The card list at the end of these rules tells you exactly what cards in what sets to replace. Let the card art be your guide.

Key Rule Changes

Most of the revisions to the rules are clarifications or rewordings, not actual changes . . . but there *are* a few. This is not a comprehensive list; look at the "2010 Change Log" in the *Munchkin* FAQ at www.worldofmunchkin.com/faq for a more complete list.

Starting Hand

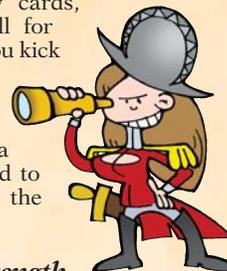
The starting hand in *Munchkin* is now four Doors, four Treasures. This was a popular optional rule before, and now it's the official one.

Turn Phases

We have clarified the turn phases. Taking a monster's Treasure after combat is no longer part of "Looting The Room," because that led to confusion on a number of cards.

We said clearly that your turn begins as soon as the previous player's turn ends, and so you have a chance to play cards, change in-use Items, sell for levels, and so on before you kick open the door.

We also included an optional rule, "Listening at the Door," which adds a "phase 0" and is designed to bring more cards into the game more quickly.



Level vs. Combat Strength

As *Munchkin* has grown, we have added more character effects that relate to a monster's Level (and vice versa). This has caused some confusion with the way Monster Enhancers are worded. If I'm fighting an Ancient Enraged Potted Plant, is it a Level 16 monster or a Level 1 monster with +15 in bonuses – and can my Epic Orc eat it?

* If you *like* arguments, this would be a *great* way to start one.

To fix this, we have separated a munchkin's (or Monster's) Level, which is the number on your level counter (or printed on the card), from its *combat strength*, which takes into account all the bonuses and penalties in a given combat. The Ancient Enraged Potted Plant is a Level 1 monster, but it has a combat strength of 16. A Baby Pit Bull, on the other hand, is a Level 2 monster with a combat strength of -3.

Since this changes the original intent of Monster Enhancers, they now just say "[MODIFIER] to Monster," rather than "to Level of Monster." As a result, the negative ones no longer need to say "(Minimum Level 1)" on them, and from now on, they won't.

Death

Finally, we made the Death rules clearer. Most important, we explicitly stated a rule that we had intended all along: if you're Dead, you can't accept cards, level up, or win the game.

More Munchkin!

Munchkin comes in lots of flavors! You can get classic fantasy, sci-fi, silly horror, superheroes, pirates, cowboys, kung-fu, spies . . . and they're all compatible!

Visit us on the Web at www.worldofmunchkin.com for errata, updates, Q&A, and much more. To discuss *Munchkin* with our staff and your fellow munchkins, visit our forums at forums.sjgames.com. Check out www.worldofmunchkin.com/resources.html for reference cards, play mats, and dozens of links.

Our PDF store has free *Munchkin* accessories and rules (including *Epic Munchkin* and the *Munchkin Tournament Rules*)! Go to e23.sjgames.com and browse for *Munchkin*.

Twitter. Our Twitter feed often has *Munchkin* news (or bonus rules!): twitter.com/SJGames.

Facebook. We have Facebook pages for *Munchkin* (tinyurl.com/munchkinonfb) and for Steve Jackson Games (tinyurl.com/sjgamesfb).

The URL for this *Munchkin* game is www.worldofmunchkin.com/gual.



CARD LIST

Munchkin (19)

Super Munchkin (2)
Halfling (3)
Wizard (3)
Cleric (3)
Cheat!
Hireling
Mate
Divine Intervention
Tuba of Charm
Rat on a Stick
Wandering Monster*
Kneepads of Allure*

Munchkin 2 –

Urnatural Axe (6)

Super Munchkin
Halfling
Wizard
Cleric
Cheat!†
Contemplate Your Navel

Munchkin 3 –

Clerical Errors (18)

Super Munchkin
Halfling
Wizard
Cleric
Gnome (5)
Bard (5)
Cheat!
Hireling
Freudian Slippers
Senseless Act of Kindness

Munchkin 4 –

The Need for Steed (8)

Super Munchkin
Halfling
Wizard
Cleric
Gnome
Bard
Cheat!
Duck of Earl

Munchkin 5 –

De-Ranged (5)

Super Munchkin
Halfling
Gnome
Cheat!
Politically Correct

Munchkin 6 –

Demented Dungeons (0)

none

Munchkin 7 –

More Good Cards (12)

Super Munchkin (2)
Ultra Munchkin
Super Duper Munchkin
Cheat! (4)
Cheat With Both Hands (2)
Curse! Lead Paint‡
Curse! Warranty Expires!‡

Munchkin Dice (0)

none

Munchkin Blender (22)

Super Munchkin (3)
Ultra Munchkin (3)
Super Duper Munchkin
Cheat! (6)
Cheat With Both Hands (3)
Epic Junior (3)
You'll Take Away My Toy
When You Pry It From My
Cold, Dead Hands (3)

Star Munchkin (4)

Super Munchkin (2)
Cheat!
. . . And Its Clone

Star Munchkin 2 –

The Clown Wars (3)

Super Munchkin
Cheat!
Autoflee 1000

Munchkin Fu (4)

Super Munchkin (2)
Cheat!
Stunt Double

Munchkin Fu 2 –

Monkey Business (1)

Super Munchkin

Munchkin Bites! (2)

Cheat!
Evil Twin



Munchkin Bites! 2 –

Pants Macabre (1)

Cheat!

Super Munchkin (4)

Super Munchkin (2)
Super Cheat!
Duplo-Ray

Super Munchkin 2 –

The Narrow S Cape (2)

Super Munchkin
Super Cheat!

Munchkin Impossible (3)

Super Munchkin (2)
Cheat!

Munchkin Cthulhu (3)

Super Munchkin (2)
Cheat!

Munchkin Cthulhu 2 –

Call of Cowthulhu (2)

Super Munchkin
Cheat!

Munchkin Cthulhu 3 –

The Unspeakable Vault (2)

Super Munchkin
Cheat!

The Good, the Bad,

and the Munchkin (3)

Super Munchkin (2)
Cheat!

Munchkin Booty (4)

Super Munchkin (2)
Cheat! (2)

Munchkin Booty 2 –

Jump the Shark (4)

Super Munchkin (2)
Cheat! (2)

* This Wandering Monster replaced the Kneepads of Allure starting with the 14th printing of *Munchkin*. In the newest printings of *Munchkin*, a revised version of the Kneepads is back, replacing a Magic Lamp card (there were two, and one is plenty).
† We didn't realize Cheat! would be so popular. Silly us. This replaces one of the blank Door cards, so you can just add it to your deck.

‡ These Curse cards from *Munchkin 7* were accidentally printed with Treasure backs. That wasn't a new type of card; that was an error. Throw them out and use these. If you already have the reprinted cards from *Marked for Death*, now you have *two* copies. There's no such thing as too many Curses, right?

GAME DESIGN BY STEVE JACKSON • ILLUSTRATED BY JOHN KOVALIC

Munchkin Fu cards illustrated by Greg Hyland • *The Unspeakable Vault* cards illustrated by Goomi

Chief Operating Officer: Philip Reed • *Munchkin* Czar: Andrew Hackard

Munchkin Omni database created by Monica Stephens • Production Artist: Alex Fernandez

Prepress Checker: Monica Stephens • Print Buyer: Will Schoonover

Marketing Director: Paul Chapman • Director of Sales: Ross Jepson

Thanks to all the *Munchkin* fans who have sent in suggestions for improvement over the years. This set is dedicated to you.

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STEVE JACKSON GAMES
www.worldofmunchkin.com

