

MUNCHKIN® SHAKESPEARE

LIMITED ENGAGEMENT™

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Munchkin Shakespeare: Limited Engagement includes 42 Doors, 15 Treasures, 20 double-sized Dungeon cards, six blank cards (two Doors, two Treasures, and two Dungeons), two bookmarks with *Munchkin* rules, a Spykespeare coin, four pawns (two female and two male, a black and a glow-in-the-dark version of each), a *Munchkin Shakespeare Kill-O-Meter*, a journal, and a coloring book. Several of these have game rules; read below!

NEW CARD TYPE – DUNGEONS

Dungeon cards are double-sized, both to give lots of room for both art and text and to make SURE you don't mix them into other decks.

While a Dungeon card is in play, it affects ALL the players unless the Portal that sent you there (see below for Portals) says otherwise.

Some dungeons will let you gain levels for entering, leaving, or doing certain things. These level increases cannot give you the winning level unless the card says they can.

When a Dungeon card is discarded, follow its instructions about reversing effects, discarding extra cards, and so on.

Yes, you can be in more than one Dungeon at the same time. All face-up Dungeon cards are in play. Discarded Dungeons are placed face-down beside the draw deck.

Contradictory Dungeons: In the event that two Dungeons directly contradict each other, the last one played is the one that governs.

Special "Edge Case" note: When you leave one Dungeon and enter another, there is never a moment when you are in neither one. This means that if some special effect is legal in both Dungeons, but not in regular *Munchkin*, you do not lose it when you move from one Dungeon to the other. This rule doesn't apply to any of the Dungeons in this set, but if you shuffle in Dungeons from other games, you'll want to be aware of it. (If you don't think it's necessary for us to make rules in advance for cases this weird, this must be your first game of *Munchkin*.)

Alternate Dungeon Rule: If you really like a particular Dungeon, play with it and leave out all the Portal cards . . . or make a house rule that, regardless of Portal cards, that "base dungeon" can never be removed.

Setting Up the Dungeons

The Dungeon cards form their own deck. Start the game with one Dungeon card turned face-up. This is the Dungeon that you are in. To choose it, you can either:

- (1) Pick one randomly, or
- (2) Let the player who won the last game pick a starting Dungeon, or
- (3) Let the player who LOST the last game pick a starting Dungeon, or
- (4) Just agree on one you like.

However you pick the first Dungeon card, it's likely to change. So shuffle the rest of the Dungeons and put the deck face-down, ready for the moment the munchkins stumble through a Portal . . .

NEW CARD TYPE – PORTALS

Portals are Doors . . . very special Doors. Sixteen of the Door cards in this deck are Portals. (The rest are extra Classes and Races, Curses, monsters, and so on.)

When you draw a Portal face up, you must immediately follow its instructions. You may enter a new Dungeon, with or without leaving the old one . . . yes, you can find yourself in more than one Dungeon at the same time. After you follow the Portal's instructions, draw another face-up Door.

When you draw a Portal face DOWN, you have a choice:

(1) Turn it face up immediately and follow its instructions. After you follow the instructions, draw another face-DOWN Door.

(2) Put it in your hand. You may play it later, but only if (a) it is your turn, (b) you are not in combat, and (c) you haven't already played a Portal on that turn. When you play it, follow its instructions and immediately draw a face-DOWN Door.

Remember: When you play a Portal, you always draw another Door to replace it. If the original Portal was drawn face-up, the replacement Door is face-up. If the original Portal was face-down, so is the replacement.

Setting Up the Portals

There are 16 Portals in this set – two each of eight different types. If for some reason you are playing *Munchkin Shakespeare* without any of the other cards in this set, we suggest that you put in only eight Portals – one of each type. Otherwise, you'll be switching Dungeons every time somebody blinks. (But you can certainly use all the Portals if you want to. Remember to blink a lot.)

If you are playing with all the cards in this set, and especially if you are mixing *Munchkin Shakespeare* with another *Munchkin* game, you should definitely put in all the Portals!



Changing Dungeons Without a Portal

At any time during your own turn, you may discard four cards from your hand and "discover an exit." Draw a new Dungeon. You then have the option of discarding an existing Dungeon, but you don't have to.



If you have so many cards that the 16 Portals would get lost among all your Doors, we suggest that you shuffle all your Doors, take the top 150 or so, and then shuffle the Portals into that batch. Remember to take them out after the game so you can find them the next time you play!

CROSSOVERS

These cards are all themed to go with *Munchkin Shakespeare*, but most of them will work perfectly well with other sets . . . read them, and use whichever ones you like. *Munchkin 6 – Demented Dungeons* and *Munchkin 6.5 – Terrible Tombs* will work especially well with the Dungeons in this set.

USING THE COIN

Once per game, a player may sacrifice a level to place the coin on a Dungeon card in play, Spykspeare side up. The first time a Portal effect would remove that Dungeon from play, flip the coin to the other side. The next time a Portal effect would remove that Dungeon from play, take the coin off the Dungeon and put it back in the box. The Dungeon may now be removed from play as usual.

The Spykspeare coin may only be used once per game.

USING THE BOOKMARKS

There are two bookmarks in this set, each with a different game rule on it. In a game with 3 or 4 players, the last player (the one sitting to the right of the first player) may choose one of the bookmarks to use at the start of the game. In a game with 5 or more players, the last player chooses a bookmark and the next-to-last player gets the other one.

Bookmarks not currently in the possession of a player go out into the middle of the table. They may be claimed by any player who changes sex and has not already used that bookmark this game. No player may use more than two bookmarks in a game, no matter how many times their sex changes.

USING THE KILL-O-METER

The two-sided *Kill-O-Meter* in this set may be used to track the combat strength for either the munchkins or the monsters in a fight. As cards are played or abilities used, move the dials to reflect the new total.

If one *Kill-O-Meter* isn't enough – and why would it be? – you can pick up the stand-alone *Munchkin Shakespeare Kill-O-Meter* (illustrated by Lar deSouza), which comes with four more cards to mix into your *Munchkin Shakespeare* game!

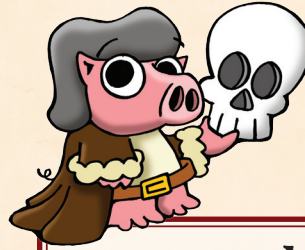


USING THE PAWNS

Two players may use the pawns in this set instead of the colored standies in *Munchkin Shakespeare Deluxe*. Choose one to place on the gameboard and leave the other in front of you as a color reminder.

If you have also bought one or both standalone sets of *Munchkin Shakespeare* pawns, you may use those as well!

Of course, all these pawns also make lovely decorations for your home, office, car, or (for particularly adventuresome souls!) person.



More Munchkin!

Munchkin comes in lots of flavors! You can get classic fantasy, sci-fi, superheroes, pirates, cowboys, the apocalypse, steampunks, and zombies . . . and they're all compatible!

Visit munchkin.sjgames.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 munchkin.sjgames.com/resources.html for reference cards, playmats, and dozens of links.

All the *Munchkin* games should be available at your local game or comic store – find it using our Store Finder, gamerfinder.sjgames.com – but if you don't have a local store, we'll be happy to sell them directly to you at warehouse23.com. Warehouse 23 also includes our PDF store, with free *Munchkin* accessories and rules (including *Epic Munchkin* and the *Munchkin Tournament Rules*!)

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

Facebook. Connect with other fans on our pages for *Munchkin* (facebook.com/sjgames.munchkin) and Steve Jackson Games (facebook.com/sjgames).

Instagram. We post lots of pictures of new *Munchkin* stuff to instagram.com/stevejacksongames.

Use the #PlayMunchkin hashtag on social media to get our attention!

For more information about this *Munchkin* game, go to munchkin.sjgames.com/limitedengagement.

The icon for this set is



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