

Turn 4 (Warrior Player)

1) The Warrior turns over the top Door, revealing the **Not Two Bees**.

2) The Warrior has a combat strength of 7; the **Not Two Bees** has a strength of 10. Right now the monster is winning! If the Warrior can't beat him, he'll need to Run Away. If he runs, he has to roll a 5 or 6 on the die, or he'll suffer the Bad Stuff on the monster card. *So, Warrior, got any cards in your hand to cut the **Not Two Bees** down to size?*

3) The Warrior plays **Merely a Player**, reducing the **Not Two Bees** to a strength of 5.

4) (To the Elf) *This would be a good time to Interfere!* The Elf plays the **Mac-** card, bringing the **Not Two Bees** back up to 10.

5) The Warrior must Ask For Help. *You can pick one player to help you, if he agrees. The Elf has a strength of 10, and the Warrior has 7, for a total of 17; the **Not Two Bees** is at 10 right now. If the munchkins cooperate, they will win. Also, look at the Elf's special power. Usually helpers don't go up a level, just the main player in a battle. But an Elf who helps win a battle goes up a level! At this point, the Elf should say, or should be coached to say, "Sure, I'll help."*



6) *The other thing to decide, when somebody Asks For Help, is how the treasure is going to be split. This is entirely up to you to discuss. So how are you going to split? (Let them discuss. Coach them if necessary.)*

7) After they come to an agreement, the **Not Two Bees** are slain. Both players level up – the Warrior for winning the combat, and the Elf for using his Elf Race ability. Usually only the main player goes up a level in a battle – helpers don't. The Warrior then draws two Treasures, face-up, and distributes them according to the agreement the players made. The Treasures are **Break the Fourth Wall** and **A Rose by Any Other Name**. Whoever gets **Break the Fourth Wall** can use it to level up again.

8) *There's another way to level up. You can sell Treasure worth at least a thousand Gold Pieces, and go up a level. So **A Rose by Any Other Name** could be sold with another Item worth at least 200 Gold Pieces for one more level.*

Wrap-Up

*That concludes our **Staged Demo**. Thank you for playing! In a real game you would keep going until somebody reaches Level 10, and the only way to get that last level is to kill a monster (unless a card says otherwise).*

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STAGED DEMO™



GAME DESIGN BY **STEVE JACKSON**
ILLUSTRATED BY **LAR DESOUZA**

STEVE JACKSON GAMES

Welcome to the *Munchkin Shakespeare Staged Demo!*

We took 17 of our favorite cards from *Munchkin Shakespeare Deluxe*, arranged them into a short two-turn, two-player demo, and asked Lar deSouza to draw new silly art. You can use this as a quick demo to introduce your friends to the madness of *Munchkin Shakespeare*.

What's With the Icons?

The *Staged Demo* cards have a special “stage” icon on the bottom. See the number in the icon? That’s to let you stack the decks quickly.

Start by sorting the *Staged Demo* cards by back type, then flip them over and use the numbered icons to stack them. If you do it right, the first Treasure turned over will be the **Stake Spear**, and the first Door will be **Merely a Player**.

The Play

The *Staged Demo* is a two-player game. If you are demonstrating to a single player, you will deal to yourself, and you will be the “Elf Player.” If you are demonstrating to two players, you will deal but not play.



A few suggested lines are in *italic*. Have fun with this! This is Shakespeare, after all; acting and even *overacting* is the point! The more you enjoy teaching the game, the more they’ll want to play a real game. (If you want a longer script with more suggestions, head over to munchkin.sjgames.com/stageddemo for an expanded PDF of this insert.)

Setup

- 1) Make sure you’ve stacked the decks properly.
- 2) Deal two Door cards and two Treasure cards to each player, being sure to alternate the deal between the players. If you are one of the two players, deal to your victim first!
- 3) Hand out level markers (a d10 works well, but you can use glass stones, pennies, rocks, whatever).

- 4) Since this is a demo, you may have to help the players find the Class and Race tags at the bottom of the cards. One player should play the **Elf** Race and the **Rapier**; the other should play the **Warrior** Class and the **Stake Spear**. (He can also play the **Wishing Ring** if he wants; that will affect the dialog in Turn 1 slightly.)

5) (To the Elf) *Be sure to read all the text on that card (point to **Deliver Your Soliloquy**). You could play it now, but you may want to hold off. . .*

Turn 1 (Elf Player)

- 1) *At this point, in a regular game, we would decide who goes first. This is a staged demo, so we decide that the Elf goes first.*
- 2) The Elf turns over the top Door card, revealing **Curse! Offend the Fairy Queen**.
- 3) *Since the Elf can't go below Level 1, he suffers no penalty.*
- 4) The Elf Loots the Room by drawing another Door card, **Guildenstern**, face down, and putting it into his hand.

Turn 2 (Warrior Player)

- 1) The Warrior turns over the top Door card, revealing **The Merchant of Venison**.
- 2) The Warrior has a combat strength of 4 (1 for his Level and 3 for the **Stake Spear**); **The Merchant of Venison** has a strength of 2.
- 3) (To the Elf) *If you have the cards for it, you can interfere with his combat, by hurting him or helping the monster. Got anything? I didn't think so (hee hee).*
- 4) *The Warrior has slain **The Merchant of Venison**! He goes up a level! And he takes its stuff!*

5) The Warrior adds a level. He also draws a face-down Treasure – the **Footlights** – and should play it.

Turn 3 (Elf Player)

- 1) The Elf turns over the top Door card, revealing the **Mac-** card. *That's a card you can use later, during a combat, so just put it in your hand.* Since the Elf has a Monster in his hand, he Looks For Trouble, and plays **Guildenstern**.
- 2) The Elf has a combat strength of 3 (1 for his Level and 2 for the **Rapier**); **Guildenstern** has a strength of 2.
- 3) The Warrior shouldn't interfere, so the Elf can slay **Guildenstern** easily.
- 4) The Elf levels up and draws a face-down Treasure – the **Pike**.
- 5) *Oh, too bad. It takes two hands to use that, and you don't have two free hands. So cheat! Play that **Cheat!** card! The Elf plays the **Cheat!** card along with the **Pike**.*

6) *Now's the time to play that other card we talked about earlier.* The Elf should play **Deliver Your Soliloquy** and get two levels for it.

