

SECOND EDITION

MUNCHKIN[®]



WHAT'S NEW IN *MUNCHKIN SECOND EDITION?*

After 25 years of kicking down doors and battling monsters, a second edition of *Munchkin* is here! We kept your favorite jokes and monsters – and added more!

This edition feels the same, but it plays faster, and the setup is simpler. A new game mechanic – Gold Pieces – allows players to collect change when selling Items and to micro-bribe their friends. Reference cards for each player have been added, so no more fighting for the rulebook . . . unless you just want to!

The illustrations on the box, gameboard, and cards have been updated by *Munchkin*'s original artist, John Kovalic.

And the best part? It's backward-compatible, and guidelines for using cards from your First Edition collection are included!

STEVE JACKSON GAMES





FULL-COLOR CARD BACKS!

The card backs echo the background color of the card types: blue for Doors, yellow for Treasures, making them easier to sort no matter which side is up.

NEW ICONS!



ICONS! ICONS! ICONS!

You told us that icons would make the cards easier to read. We listened. Here's the chart from the rulebook.

SPIFFY GAMEBOARD!



A FRESH COAT OF PAINT!

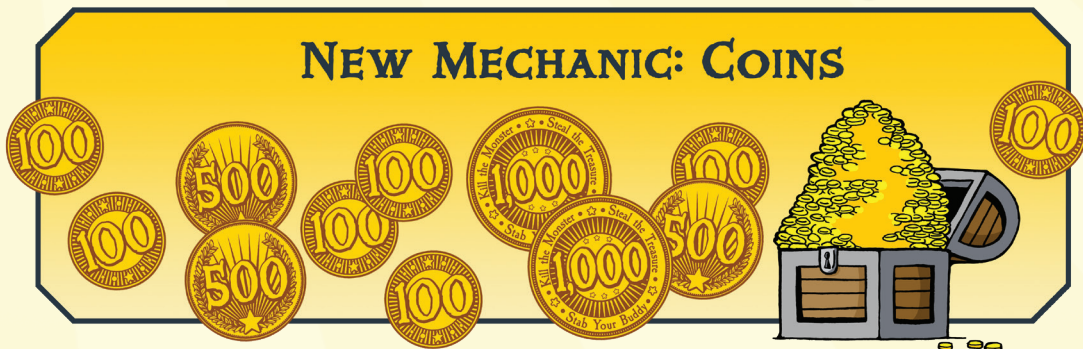
John Kovalic re-illustrated the gameboard. Now you begin at the top of the board and work your way down to the pile of loot at Level 10!

This new edition features six player reference cards matching each player's color. Now you can easily check who's who across the table and spend way less time referencing the rulebook.

PLAYER REFERENCE CARDS!



NEW MECHANIC: COINS



REAL (FAKE) GOLD PIECES

Get rich, bribe your friends, and win faster with shiny coins! Now you can receive change when selling Items to speed up gameplay. Use your hoard to buy levels, grease the palms of other players, or sweeten the next trade deal. Go ahead and hoard them . . . you know you want to!

SET UP THE GAME AND KICK DOWN THE DOOR FASTER THAN EVER BEFORE!



After choosing your player color, shuffle the marked starting cards. Deal one Door and two Treasures to each player. Shuffle the leftover starting cards into their respective decks, and give five 100 Gold Piece coins to each player. Everyone starts off at comparable strengths, ready to kill (small) monsters right away.



LISTENING JUST GOT MORE LUCRATIVE!

When you Listen at The Door at the start of your turn, take one coin (100 Gold Pieces) and draw one card from either the Door or Treasure deck, face down, and put it in your hand before you Kick Down The Door. After the hard work is done, it's time to Loot The Room. And rather than drawing a card from the Treasure deck, a munchkin may roll the die and take that many coins. Queue up that **Loaded Die** to maximize your return!



WHO SAID
YOU HAD TO
DO IT
ALONE?

***Munchkin* Second Edition** introduces an updated way to win! If you have a helper in the combat that gets you to Level 10, you share the victory regardless of the helper's level, Role, or anything else. (But you don't *have* to ask for help if you think you can win that last combat on your own.) This set is packed with rule changes to make the game faster, clearer, and more exciting, with even more mayhem in the race to win!



- 150 Cards
- 6 Double-Sized Reference Cards
- 48 Coins With a Shiny Finish
- 1 Custom Die
- Gameboard
- 12 Standees
- Six Standee Bases
- Rulebook
- Upgrade Guide
- Box With Insert Tray