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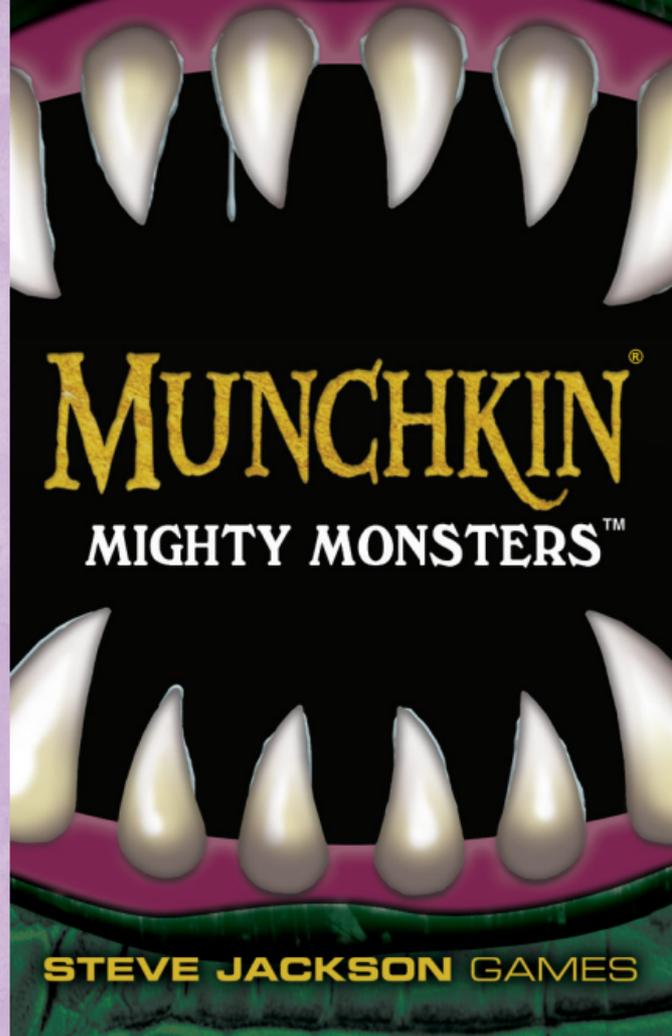
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Magical Moop is back!



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Contents

• 12 **Defeat** cards (red)

• 36 *Munchkin* cards:



10 **Spyke** cards
(gray, numbered 3-12)



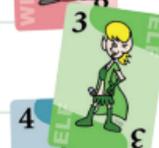
8 **Flower** cards
(yellow, numbered 3-10)



6 **Wizard** cards
(pink, numbered 3-8)



6 **Elf** cards
(green, numbered 1-6)



4 **Dwarf** cards
(blue, numbered 1-4)



2 **Cleric** cards
(brown, numbered 1-2)



How to Play

Set aside the **Defeat** cards. They will be used later. Shuffle the *Munchkin* cards together to form one deck, and deal all of the cards out so that each player receives an equal number of cards. Set any remaining

Munchkin cards face up to one side, out of play. Players look at their cards.

The player with the **Spyke 3** plays it face up to the center of the table. If the **Spyke 3** is one of the cards set aside earlier, play the **Spyke 4** instead (and if that one is also set aside, the **Spyke 5**, and so on). On your turn, play one card from your hand. Play passes to the left.



To play a card, match the *color* or *number* of the last card played. If you cannot play a card, you must take the pile of cards from the center of the table. This pile represents **Bad Stuff**, and it may consist of one or more cards. Place each new Bad Stuff pile face up in front of you, separate from any previous piles, so the last card played is visible to the other players.

After you take Bad Stuff, if you have any cards left in your hand, choose one and play it. Play continues until all players have played all cards from their hands. No one takes the final pile of Bad Stuff – leave it in the center of the table. This is the end of the round.



The player with the most piles of Bad Stuff takes a **Defeat** card. If there is a tie, *all* tied players take a **Defeat** card! If no one has collected three **Defeat** cards, shuffle all of the *Munchkin* cards and play another round.

End of Game

The game ends when at least one player has collected three **Defeat** cards (more than one player might collect three **Defeat** cards at the same time). These players all lose, and the remaining players win the game! It is possible, though unlikely, that all players will lose the game. If that happens, you should play again immediately.