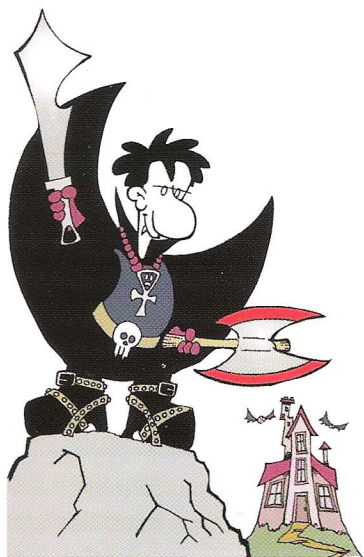




MUNCHKINTM BITES!

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THE MUNCHKINS GOT ALL ANGSTY . . .

and now they're stalking through the halls of a horrible haunted house. They've become vampires, werewolves, and arrogant faerie changelings . . . but, just like always, they're killing the monsters and taking their stuff. Only now they've got eyeshadow and cool Powers.

Munchkin Bites! is based on the original *Munchkin* and can be combined with it, and with *Star Munchkin* and *Munchkin Fu* (see the last page).

This game includes 168 cards, these rules, and one die.

SETUP

Three to six can play (if you're using multiple decks, more can play, but the game slows down). You will need 10 tokens (coins, poker chips, whatever – or any gadget that counts to 10) for each player.

Divide the deck into the Door cards (with a door on the back) and the Treasure cards (with a pile of treasure on the back). Shuffle both decks. Deal two cards from each deck to each player.

CARD MANAGEMENT

Keep separate face-up discard piles for the two decks. When a deck runs out, reshuffle its discards. If a deck runs out and there are no discards, nobody can draw any of that kind of card!

Your Hand: Cards in your hand are not in play. They don't help you, but they can't be taken away except by cards that specifically affect "your hand" rather than the items you are carrying. At the end of your turn, you may have no more than five cards in your hand.

Carried Items: Treasure cards can be played in front of you to become "carried items." See **Items**, below.

When Cards Can Be Played: Each type of card can be played at a specified time (see below).

Cards in play may not be returned to your hand – they must be discarded or traded if you want to get rid of them.

Like practically every other line in these rules, the above can sometimes be overridden by the special powers printed on the cards.

CHARACTER CREATION

Everyone starts as a Level 1 human with no Powers and no Class. (You'd think we'd be tired of that joke by now.)

Look at your initial four cards. If you have any **Race** cards (**Vampire**, **Werewolf**, or **Changeling**) or any **Power** cards of Rank 1, you may (if you like) play one of each type by placing it in front of you. If you have a card that allows you to have more than one Race, play that too. And if you have any **Item** or **Minion** cards, you may play them as well. If you have any doubt about whether you should play a card, you could read below, or you could just charge ahead and do it.

STARTING AND FINISHING THE GAME

Decide who goes first in any way you can agree on. (Snicker.)

Play proceeds in turns, each with several phases (see below). When the first player finishes, the player to his left goes, and so on.

The first player to reach 10th level wins . . . but you *must* reach 10th level by killing a monster. If two players kill a monster together and reach 10th level at the same time, they both win.

TURN PHASES

(1) Open A Door: Draw one card from the Door deck and turn it face up. If it's a monster, you must fight it. See **Combat**. Resolve the combat completely before you go on. If you kill it, go up a level (or, for a big monster, two levels – it will say so on the card).

If the card is a trap or curse – see **Traps and Curses**, below – it applies to you immediately (if it can) and is discarded.

If you draw any other card, you may either put it in your hand or play it immediately.

(2) Look For Trouble: If you did NOT encounter a monster when you first opened the door, you now have the option of playing a monster (if you have one) *from your hand* and fighting it, as described above. Don't play a monster you can't handle, unless you're sure you can count on getting help!

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(3) Loot The Room: If you killed a monster, take the number of Treasures shown on the monster card. Draw them face down if you killed the monster alone, or face up if you had help.

If you met a monster but ran away, you get no treasure.

If you did not meet a monster, or met one who was friendly to you, you search the empty room. Draw a second card from the **Door** deck, face down, and place it in your hand.

(4) Charity: If you have more than five cards, give the excess to the player with the lowest level. If players are tied for lowest, divide the cards as evenly as possible, but it's up to you who gets the bigger half. If YOU are the lowest or tied for lowest, just discard the excess.

It is now the next player's turn.

COMBAT

To fight a monster, check the Level at the top of its card. If your own Level, plus the Bonus from any items you are carrying, Powers or Minions you have, etc., totals more than the monster's Level, you kill it. Some monster cards have special powers which affect combat – a bonus against one race, for instance. Be sure to check these before resolving combat.

You may also use one-shot cards, such as Virgin's Tears or Fairy Dust, *from your hand* during combat. A card is a one-shot if it says Usable Once Only or if it gives a level increase. You cannot trade items while combat is going on.

If other monsters (a Wandering Monster or a Bat, for instance) join the fight, you must defeat their combined levels. If you have the right cards, you can eliminate one monster from the combat and fight the other normally, but you cannot choose to fight one and run from the other(s). If you eliminate one with a card but then run from the other(s), you don't get any treasure.

If you kill or otherwise defeat a monster, you automatically go up a level (two levels for some very dangerous monsters). If you were fighting multiple monster cards – see **Interfering With Combat** – you go up a level for each monster killed! But if you defeat a monster without killing it, you NEVER go up a level.

Discard the monster card(s) and draw treasure (see below). But note: someone may play a hostile card on you, or use a special power, just as you think you have won. When you kill or otherwise defeat a monster, you must wait a reasonable time, defined as about 2.6 seconds, for anyone else to speak up. After that, you have really killed the monster, and you really go up a level and get the treasure, though they can still whine and argue.

If you cannot defeat the monster, you have two choices: ask for help or run away.

ASKING FOR HELP

You may ask any other player to help you. If he refuses, you may ask another player, and so on, until they all turn you down or someone helps. Only one player can help you.

You can bribe someone to help. In fact, you'll probably have to, unless there's a Werewolf around (they get an automatic reward for helping you). You may offer a potential helper any Item(s) you are currently carrying, or any number of the Treasure cards the monster has. If you offer him part of the treasure, you must agree whether they pick first, or you pick first, or what.

When someone helps you, add his Level and Bonuses to yours.

The special abilities or vulnerabilities of the monster also apply to your helper, and vice versa. For instance, if you are not a Changeling, but a

Changeling helps you, the Banshee will be at a -4 against you. But if you are facing the Sunbeam and a Vampire helps you, the foe's level is increased by 4 (unless you, too, are a Vampire and the foe's level has already been increased . . . don't increase it twice).

If someone successfully helps you, the monster is slain. Discard it, draw treasure (see below), and follow any special instructions on the monster card. You still go up a level for each slain monster. Your helper does *not* go up a level.

If nobody will help you . . . or if somebody tries to help, and your fellow party members hurt you or help the monster so the two of you *still* cannot defeat it . . . you must run away.

RUNNING AWAY

If you run away, you don't get any levels or treasure. You don't even get to loot the room (that is, draw a face-down Door card). And you don't always escape . . .

Roll the die. You only escape on a 5 or better. Some Powers and items make it easier to run away. And some monsters are fast, and give you a penalty to your roll.

If you escape, discard the monster. You get no treasure. There are usually no bad effects . . . but read the card. Some monsters hurt you even if you get away from them!

If the monster catches you, it does Bad Stuff to you, as described on its card. This may vary from losing an item, to losing one or more levels, to Death.

If you are fleeing from multiple monsters, you roll separately to escape each one, in any order you choose, and suffer Bad Stuff from each one that catches you as soon as it catches you.

If two players are cooperating and still can't defeat the monster(s), they must both flee. They roll separately. The monster(s) CAN catch them both.

DEATH

If you *die*, you lose all your stuff. You keep your race(s), Power(s) and level – your new character will look just like your old one.

Looting The Body: Lay out your hand beside the items you had in play. Starting with the one with the *highest* level, each other player chooses one card . . . in case of ties in level, roll a die. If your corpse runs out of cards, tough. After everyone gets one card, the rest are discarded.

Your new character appears immediately and can help others in combat on the next turn . . . but you have no cards.

On your next turn, start by drawing *two from each deck*, face-down, and playing any legal Race, Power, or Item cards you want to, just as when you started the game.

TREASURE

When you kill a monster, you get its treasure. Each monster has a Treasure number on the bottom of its card. Draw that many treasures. Draw face-down if you killed the monster alone. Draw face-up, so the whole party can see what you got, if someone helped you.

Treasure cards can be played as soon as you get them. Item cards can be placed in front of you. "Go Up A Level" cards can be used instantly.

CHARACTER STATS

Each character is basically a collection of weapons, armor, and gadgets, with three stats: Level, Race, and Power. For instance, you might describe your character as "a 9th-level Vampire with Celeteriousness and Dominion, the Dark Compact, and the Axe of Contrition."

Your character's sex starts off the same as your own.

Level: This is a measure of how generally buff and studly you are. (Monsters have levels, too.) Keep track of your level by placing tokens in front of you. Level ranges from 1 to 10. You will gain and lose levels constantly during play.



You gain a level when you kill a monster, or when a card says that you do. You can also sell items to buy levels (see **Items**).

You lose a level when a card says that you do. Your level can never go below 1. However, your effective level in a combat can be negative, if enough bad cards are played on you.

Race: Characters may be Vampires, Werewolves, or Changelings, with the appropriate Race card. If you have no Race card in front of you, you are a puny human.

Humans have no special abilities. Each other race has different abilities, shown on the cards. You gain the abilities of a race the moment you play its card in front of you, and lose them as soon as you lose or discard that card.

You can discard a Race card at any time, even in combat: "I don't wanna be a Vampire any more."

You may not belong to more than one Race at once unless you play the Half-Breed card.

Powers: There are 19 of these mystic abilities (and 21 cards, because Celeritousness and Rodomontade have two cards each). You gain the advantages the moment you play its card in front of you, and lose them as soon as you lose or discard that card.

Some are limited as to what race can or can't have them, in the same way that Items are.

Each Power has a Rank of 1, 2, or 3. You may have any number of Powers as long as their total Rank does not exceed your Level.

Powers are treated like Races. You can't trade them to other players, but you may play a Power from your hand at any time you can legally use it. You may not play Powers that you cannot legally use. But you may discard Powers at any time and replace them with Powers from your hand.

If your Level goes down to less than the total Rank of your Powers, you must discard some Powers so that their total Rank is once again less than or equal to your Level.

(Exception: A Changeling keeps all his Powers even if his Level goes down. For example, suppose he was Level 7 and had a total of Rank 7 in Powers. If his Level went down by 1, he could keep all his Powers. But if something then happened to take away a Power, he could NOT build back up to 7 until he once again achieved Level 7.)

Duplicate Power cards give no extra effect.

When you die, you keep all the Powers you have in play, just as you keep your race.

Some Powers have obscure and convoluted names. This is to show how mysterious and intellectual we are. If you play this game, and wear a lot of black, you will be mysterious and ineffectual too.

Some Powers require discards. You may discard any card, in play or in your hand, to power a Power. Note that if you have NO cards in your hand, you cannot "discard your whole hand."

ITEMS

Each Item card has a name, a power, and a value in gold pieces.

An Item card in your hand does not count until you play it; at that point, it is "carried." You may carry any number of Small items, but only one Big one. (Any item not designated Big is considered Small.)

Some items have special use restrictions. For instance, the Coffin can only be used by a Vampire. Its bonus only counts for someone who is, at the moment, a Vampire.

You may also use only one headgear, one suit of armor, one set of footgear, and two "hand" items (or one "two hands" item), unless you have cards or special abilities that let you carry more or the other players don't catch you. If you are carrying two helmets, for instance, only one of them can help you.

You should indicate items that can't help you, or extras not being worn, by turning the cards sideways. You may NOT switch between (for instance) helmets during a combat or while running away.

Selling Items: During your turn, you may discard items worth 1,000 gold pieces and immediately go up one level. If you discard (for instance) 1,100 gold pieces worth, you don't get change. But if you can manage 2,000 worth, you can go up two levels at once, and so on. You may discard items from your hand as well as those you are carrying.

You may not sell, trade, or steal items DURING a fight. Once you expose a monster card, you must finish the fight with the cards you have.

WHEN TO PLAY CARDS

Instructions on the cards always override the general rules. However, no card can reduce a player or monster to Level 0 or below, and no player can reach Level 10 except by killing a monster.

MONSTERS

If drawn face-up, during the "Open A Door" phase, monster cards apply to the person who drew them. They must be fought immediately.

If acquired any other way, they may be played during "Looking For Trouble," or played on another player with the Wandering Monster card.

For rules purposes, each Monster card is a single monster, even if the name on the card is plural.



MONSTER ENHANCERS

"Corrupt," "Venomous," "Undead," and "Horrific, Steeped in Evil, Yet Somehow Pitiable" raise the level of monsters (and "Fluffy" lowers the level). "Evil Twin" duplicates one monster that is already on the table. "Wandering Monster" lets one of your rivals send another monster to join a battle. They may be played during any combat.

All enhancers add together, and anything that enhances a monster affects its double. If Corrupt, Venomous, and Evil Twin are played together, in any order, you are facing a corrupt, venomous monster and its corrupt, venomous evil twin. However, if there are different monsters already in play due to a Wandering Monster card, the player who plays the enhancer must choose which one it applies to.

TREASURES - PLAYING THEM

Most Treasure cards represent items. These may be played to the table as soon as you get it, or at any time during your own turn.

Some Treasure cards are "specials" (like "Go Up A Level"). You may use these at any time, unless the card itself says otherwise. Follow its instructions; then discard it.

TREASURES - USING THEM

Any one-shot ("usable once only") card can be played during any combat, whether you have it in your hand or on the table.

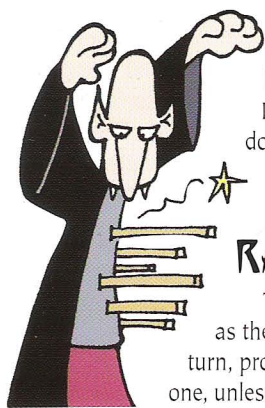
Other items cannot be used unless they are in play. If it's your turn, you can play them and use them immediately. If you are helping someone, or fighting out of turn for some reason, you cannot play new items from your hand to the table.

TRAPS AND CURSES

Traps and Curses are exactly the same thing in play. If drawn face-up, during the "Open A Door" phase, Trap and Curse cards apply to the person who drew them.

If drawn face-down or acquired some other way, they may be played on ANY player at ANY time. Reducing someone's abilities just as he thinks he has killed a monster is a lot of fun.

A trap or curse affects its victim immediately (if it can) and is discarded. *Exception:* If a card gives a penalty "on your next fight" and you are not in combat when you get it, keep the card until your next fight as a reminder.



If a trap or curse can apply to more than one item, the victim decides which item is lost or changed.

If a trap or curse applies to something you don't have, ignore it. For instance, if you draw "Curse: Lose Your Headgear" and you have no headgear, nothing happens; discard the curse.

RACES AND POWERS

These cards may be played to the table as soon as they are acquired or at any time during your own turn, provided the restrictions on number of Races (just one, unless you're a Half-Breed) and Powers are followed.

HALF-BREED

This card lets you have two Races at once.

You can play Half-Breed any time you have one Race in play; you are now half that race and half human. You have all the advantages of that race and *none* of the disadvantages (for instance, creatures that get a bonus against that race get no bonus against you). You may add a second race at the same time or later; you are now (for instance) half Vampire and half Werewolf, with the advantages *and* disadvantages of both. You lose Half-Breed at any time you have no race card in play.

MINIONS

If you draw a Minion, either face up or face down, you may play him immediately or keep him in your hand for later. You may play him at any time, even in combat, as long as you have only one Minion in play at a time. You may discard minions at any time. You may not trade Minions . . . they are not "items."

A Minion can sacrifice himself for you. If you lose a fight, then instead of rolling to run away, you may discard a Minion. You automatically escape from all monsters in the fight, even if a monster card says escape is impossible. If someone was helping you in the fight, YOU decide whether that person automatically escapes as well, or must roll to escape.

OTHER MUNCHKIN STUFF

There will be times when it will help you to play a Trap, Curse, or Monster on yourself, or to "help" another player in a way that costs him treasure. This is very munchkinly. Do it.

TRADING

You may trade Items (but not other cards) with other players. You may only trade items from the table – not from your hand. You may trade at any time except when you're in combat – in fact, the best time to trade is when it's not your turn. Any item you receive in a trade must go to the table; you can't sell it until it's your turn.

You may also give items away without a trade, to bribe other players – "I'll give you the Schadenfreudian Slip if you won't help Bob fight the Thesaurus!"

You may show your whole hand to other players. Like we could stop you.

INTERFERING WITH COMBAT

You can interfere with others' combats in several ways:

Use a one-shot card. If you have the Fairy Dust, for instance, you could help someone by throwing it at his foe. Of course, you can "accidentally" hit your friend with the Dust, and it will count *against* him.

Play a card to enhance a monster. See *Monster Enhancers*, above. You can play these either during your own combats or during someone else's.

Play a wandering monster. This sends a monster from your hand to join any combat.

Trap or Curse them, if you have a Trap or Curse card.

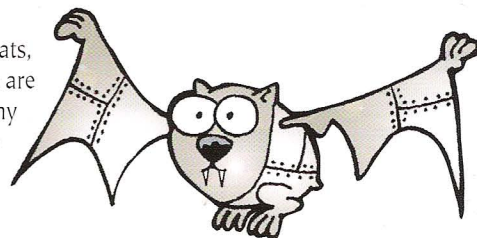
FASTER PLAY

Want the game to go even faster? For a quicker game, each player starts with *four* cards from each deck, and gets four from each deck when he returns from death.

Any time a Race, Half-Breed, or Power card is on top of the discard pile, any player may discard a "Go Up A Level" card from his hand and claim it. If multiple players try to claim a card, they roll dice. The winner gets it; the loser keeps his Level card.

BATS

This place is full of bats, and when you see one, there are more nearby. Whenever any Bat appears, any player may play any other Bat from his hand to help it out.



A MUNCHKINY NOTE ON THE VAMPIRE POWER

You can only go up to 10th level by killing something, and you cannot steal a level you cannot use. Therefore, a player at 9th level cannot steal a level. This means that a Vampire at 9th level can't use his power to hurt another player. Good try, though!

RULES CONTRADICTIONS OR DISPUTES

When the cards disagree with the rules, follow the cards. Any other disputes should be settled by loud arguments among the players, with the owner of the game having the last word.

COMBINING THIS GAME WITH MUNCHKIN, MUNCHKIN FU, AND/OR STAR MUNCHKIN

Why not? Go for it! Your Transmogrifying Vampiric Elven Ninja-Cleric and your Celeritous Half-Werewolf Half-Feline Wire Fu Wizard can rampage through the catacombs of . . . aww, shut up and deal . . .

Shuffle all the Treasure cards together. Shuffle the Door, Dungeon, Station, and Alley cards together and treat them as the same kind of card; any reference to one includes the other. Why didn't we call them all "Doors" to begin with? Live and learn.

Use the "fast play" rules (see above). And by all means throw in *Munchkin Blender* if you have it.

Traps and Curses are treated as the same kind of card. Any reference to a Trap also means a Curse and vice versa.

All characters may have Races, Classes, Powers, and Styles!

Minions, Hirelings, Sidekicks, and Mooks are all the same class of expendable followers, and any card that affects any of them affects them all. (However, the special Mook power from *Munchkin Fu* only affects actual Mooks.)

Any *Munchkin Bites!* card described as a "demon" is +5 vs. *Munchkin* Clerics.

Big items (from *Munchkin* and *Munchkin Bites!*) and Complex items (from *Star Munchkin*) are NOT the same thing, and all rules from both games apply normally. Normal characters may carry only one Big item and use only one Complex one.

