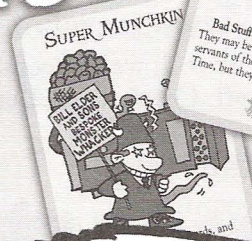
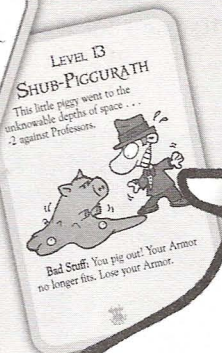
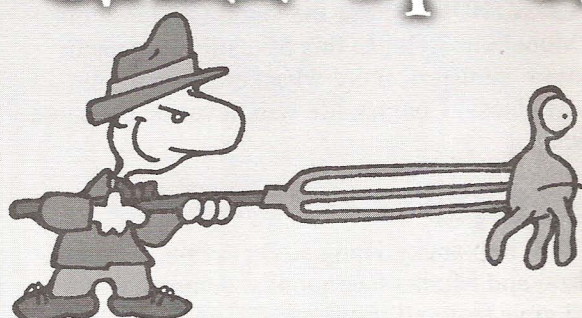
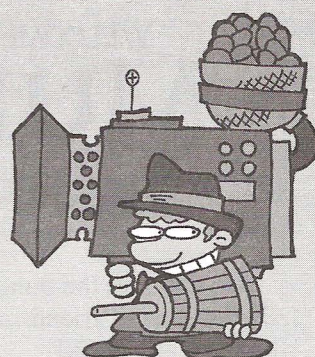


MUNCHKINTM CTHULHUTM CALL OF COWTHULHUTM



NEW CARD TYPE – MADNESS

This set contains five cards of a new type: Madness! A Madness card is played like a Curse – if you draw it face up, you acquire it. If you draw it face down, you can give it to another player at any time.

Any card or power that affects a Curse will also affect a Madness. The reverse is NOT true . . . cards and powers that specifically affect Madness do not affect Curses. And note that even though we were insane, and called one of the Cultist powers “Madness,” that power is not affected by cards that can remove Madness cards from players.

Madnesses are, on the whole, bad to have, but every one has an advantage, too.

A Wishing Ring can be used to get rid of any Madness (again, just like a Curse). A Sudden Head Blow will get rid of ALL Madness cards its victim has, in addition to the effects printed on the card.

If you die, you keep your Madnesses. Your new character will be just as crazy as the old one.

CROSSOVERS

● Steeds – The “Green Reaper” card counts as a Steed, if you have a *Munchkin* supplement with Steed rules. If you are using *Munchkin Impossible*, it’s a Vehicle, of course. Otherwise, just follow the instructions on the card.

● Thief class – When a Thief gets Madness: Kleptomania, it does not let him steal twice a turn. It just means he *must* try to steal something every turn.

● Cowboy class – What? Cowboys? There’s no such class as Cowboy. Well, not yet. But when *The Good, the Bad, and the Munchkin* comes out, you can drop the “Squidskin Boots” card into that game if you want to . . . Ia Cthulhu, pardner!

GAME SUPPORT

Check out www.sjgames.com/munchkin/game . . . you never know what we might put up there next. Right now you can find Frequently Asked Questions about *Munchkin*, the most recent version of the Epic Rules, a web form to let you submit your own card ideas, and lots more.

And visit the Munchkin Guild on Yahoo! Groups: groups.yahoo.com/group/Munchkin_guild. Ask questions, share stories, get munchkinly!

Support your local game store! Ask them what’s new for *Munchkin*. We have an online store at www.warehouse23.com, and since we’re munchkins, too, we’re always happy to take your gold pieces . . . but if you have a game shop near you, we’d rather you gave the business to them.

GAME DESIGN BY STEVE JACKSON
ILLUSTRATED BY JOHN KOVALIC

Production Artist: Alex Fernandez

Production Manager / Print Buyer: Monica Stephens

Art Director: Will Schoonover

Managing Editor: Philip Reed

Sales Manager: Ross Jepsen

Playtesters: Jimmie Bragdon, Richard Dodson, Andrew Hackard, Jan Hendriks, Freya Jackson, Richard Kerr, Birger Krämer, Randy Scheueneman, Will Schoonover, Nicholas Vacek, Thomas Weigel, Erik Zane

Special thanks to Cory Seguin for contributing to the madness!

Munchkin, *Munchkin Cthulhu*, and *Call of Cowthulhu* are trademarks of Steve Jackson Games. Warehouse 23 and the all-seeing pyramid are registered trademarks of Steve Jackson Games. *Dork Tower* characters are copyright © John Kovalic. *Munchkin Cthulhu 2 – Call of Cowthulhu* is copyright © 2007 by Steve Jackson Games Incorporated. All rights reserved. Rules version 1.0 (August 2007).

Find more munchkinism at www.sjgames.com/munchkin

WELCOME TO THE WORLD OF MUNCHKIN™

KILL THE MONSTERS • STEAL THE TREASURE • STAB YOUR BUDDY

Go down in the dungeon. Kill everything you meet. Backstab your friends and steal their stuff. Grab the treasure and RUN!

Admit it. You love it.

Munchkin, designed by Steve Jackson, captures the essence of the dungeon experience, with none of that stupid roleplaying stuff.

Look for the whole **Munchkin** lineup at your local game store. If they don't have it, whine! If that fails, we'll sell it to you at

www.warehouse23.com

While we're at it, we'll gleefully sell you all kinds of other neat stuff. Check it out. But try your local store first!

MUNCHKIN

You and your friends compete to kill monsters and grab magic items. Don the Horny Helmet and the Boots of Butt-Kicking. Wield the Staff of Napalm . . . or maybe the Chainsaw of Bloody Dismemberment. Start by slaughtering the Potted Plant and the Drooling Slime, and work your way up to the Plutonium Dragon . . .

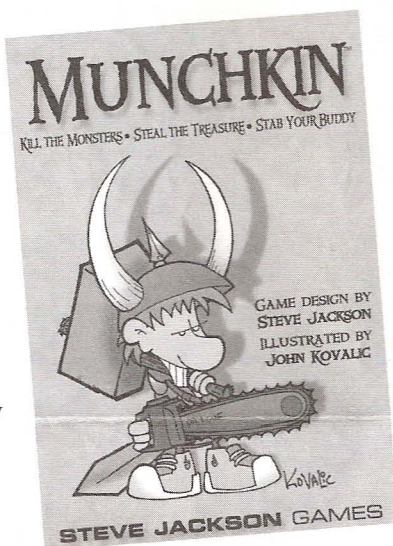
It's illustrated by John Kovalic! Fast-playing and silly, **Munchkin** can reduce any roleplaying group to hysteria. And while they're laughing, you can steal their stuff. #1408, \$24.95.

MUNCHKIN 2 – UNNATURAL AXE: 112 more cards for the game of killing monsters and taking their stuff. Play a new race: Orcs! #1410, \$17.95.

MUNCHKIN 3 – CLERICAL ERRORS: The third set adds Gnomes, Bards, and new foes like the Tequila Mockingbird. #1416, \$17.95.

MUNCHKIN 4 – THE NEED FOR STEED: The Munchkins ride again! And this time, they've got actual Steeds . . . a dragon, a tiger, a chicken . . . #1444, \$17.95.

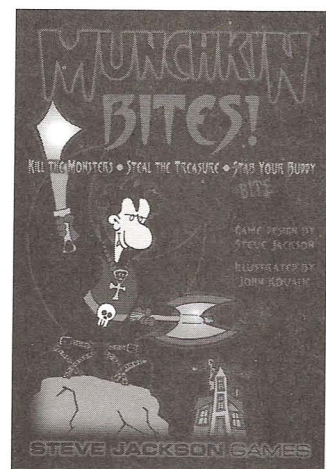
MUNCHKIN 5 – DE-RANGED: More Steeds! More Hirelings! More Monsters! And the new and obnoxious Ranger class! #1450, \$17.95.



MUNCHKIN BITES!

The Munchkins are now vampires . . . and werewolves . . . and changelings. Bash through the haunted house and slay the monsters – the other monsters. Face foes like the Banshee, the Heck Hounds, and the dreaded Were-Muskrat. Smite them all, and be the first to Level 10! #1419, \$24.95.

MUNCHKIN BITES! 2 – PANTS MACABRE: It's got 110 shiny new . . . no, not shiny – dark! It's got 110



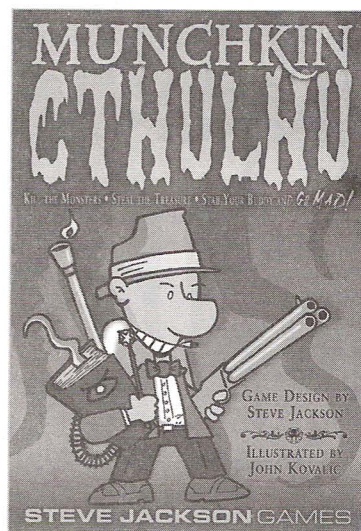
dark and evil new cards, plus two blanks, for your **Munchkin Bites!** game. #1443, \$17.95.

MUNCHKIN BLENDER

These 112 cards will enhance the anything-goes games where every deck is in play and no combo is too strange. Why be a Super Munchkin when you can be an *Ultra* Munchkin? And if a single Cheat card doesn't do it for you, you can Cheat With Both Hands! #1424, \$17.95.

MUNCHKIN CTHULHU

Become one of four new Classes, including the Cultist. Face monsters from outside reality like the Froggoth, the Unpronounceable Evil, and the mind-destroying cuteness of Chibithulhu. Will you survive? Will you retain your sanity? Will you . . . level up? #1447, \$24.95.



MUNCHKIN CTHULHU 2 –

CALL OF COWTHULHU: Put the Great Old Ones out to pasture, Munchkin-style! In this 56-card supplement you'll find more monsters, more whackers, and a new card type – Madness! Country life will never be the same. #1453, \$9.95.

MUNCHKIN FU

It's time for chop-socky Hong Kong action. Samurai, Ninja, Yakuza, and Monks face mooks, demons, and assorted bad guys from all the worst martial arts films you've ever seen. Learn styles to build up your character's powers. #1412, \$24.95.

MUNCHKIN FU 2 – MONKY BUSINESS: Just when you thought it was safe to go back into the dojo . . . 112 more cards and lots more laughs. #1441, \$17.95.

THE GOOD, THE BAD, AND THE MUNCHKIN

The Good, the Bad, and the Munchkin opens a whole new frontier – the Wild West! Forget dragons and goblins – Jackalopes and Davy Croc have just as much treasure. Those plains may seem wide open, but there's lots of monsters to kill, and lots of stuff to take. #1454, \$24.95.

MUNCHKIN IMPOSSIBLE

Munchkin spies! Be a suave Playboy, harmless-looking Tourist, or deadly Assassin. Report to the Americans, Russians, British, or Chinese (it'll change!). Use fabulous gadgets to eliminate foes, from the pathetic Defective Defector up to the mighty Super Spy himself. And (all together now) . . . take their stuff! #1446, \$24.95.

STAR MUNCHKIN

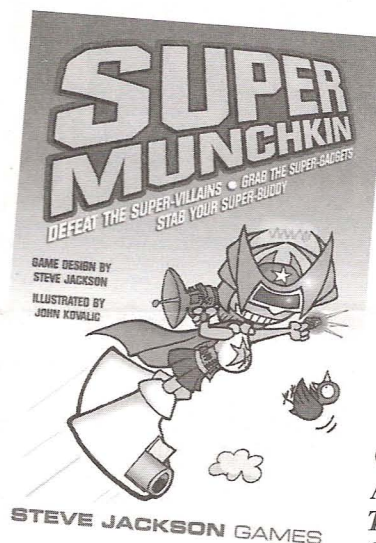
The Munchkins are back – and they're in space! Now they're Mutants, Androids, and Cat People . . . grabbing Lasers, Vibroswords, and Nova Grenades . . . fighting Fanged Fuzzballs, Bionic Bimbos, and the Brain In A Jar. #1411, \$24.95.

STAR MUNCHKIN 2 – THE CLOWN WARS: In Space, No One Can Hear You Cheat. Yes, that's a card. These 112 cards bring the epic saga of *The Clown Wars* to life, except with better acting! #1418, \$17.95.

SUPER MUNCHKIN

Fly through the city. Smash the villains. Get new Powers. Backstab your teammates and grab their gadgets. Battle dastardly masterminds, devastating monsters, and invading aliens from the next dimension – and TAKE THEIR STUFF! #1440, \$24.95.

SUPER MUNCHKIN 2 – THE NARROW S CAPE: Run away! Flee! And laugh as you make . . . *The Narrow S Cape*. Contains 112 super new cards. #1445, \$17.95.



www.sjgames.com/munchkin