

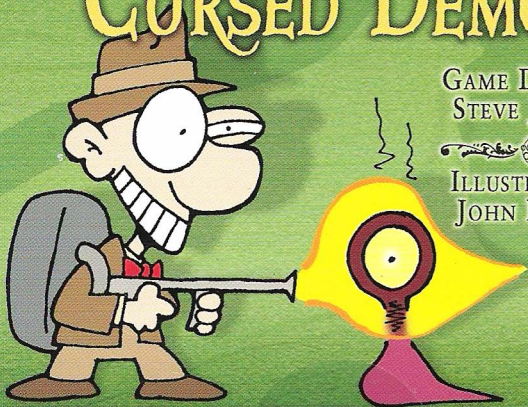
# MUNCHKIN CTHULHU

## CURSED DEMO™

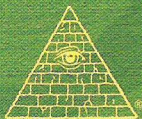
GAME DESIGN BY  
STEVE JACKSON



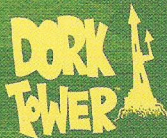
ILLUSTRATED BY  
JOHN KOVALIC



STEVE JACKSON GAMES



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characters are  
© John Kovalic

This box contains 56 cards to help you bring new victims . . . errr, gamers . . . into the wonderful world of *Munchkin Cthulhu*!

- A special 17-card demonstration deck, drawn from the *Munchkin Cthulhu* set, with the numbered cards so you can play out four scripted turns that show the basic *Munchkin Cthulhu* mechanics in just minutes. Instructions and stupid jokes are included. Or use your own stupid jokes.



- 39 *all-new* promo cards, of eight different kinds, to give away to friends, customers, or total strangers. These cards have never been seen before, in any set, and every munchkin will want them. Keep some for yourself, of course!

#### ME-GO MIND SWITCH



Everyone passes his hand to the player to the left.

#### QUICKER, ICHOR



When characters attempt to Run, or Dodge, this is a 10% bonus.

#### EMBRACE THE MADNESS

You may use the bonus granted by a single Madness, but suffer some of the penalties. You plus with the Madness card (you can't reach it yourself).



#### 4 BONUS Usable by Investigator Only TRIPLE-BARRELED SHOTGUN



700 Gold Pieces

#### MONSTROUS HERITAGE

At a moment's notice, you can turn into a monster. You are a monster, and just a bit of the Monster's level. Your removal a Race will be a card.



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A READY-TO-PLAY DEMO FOR TWO!

MUNCHKIN CTHULHU™ CURSED DEMO™