

MASK OF THE MUNCHKIN™

INSTRUCTIONS

(1) Print out the PDF. Heavier paper is better; cardstock is the best. You don't need to print out all the pages, just page 1 (this page) and pages 2-3 if you want to color the Mask yourself, or pages 4-5 if you have a color printer.

(2) If you printed the black and white version, color the pieces before cutting them out.

(3) Trim along the red lines (gray on the black and white version) to cut out the face and the hat, and remove the eye and string holes. Use a black marker on the cut edges for a neater appearance.

(4) Glue the hat section to the face section.

(5) Attach a string or rubber band through the holes just above the ears on the face section. A rubber band is better, as it will stretch and hold the Mask on more securely.

(6) Wear!

MASK OF THE MUNCHKIN RULE!

You may use this Mask in any game of *Munchkin* or its sequels. It may be used whenever a Trap or a Curse is played upon you.

(1) When a Trap or a Curse is played upon you, exclaim loudly "Mighty Mask

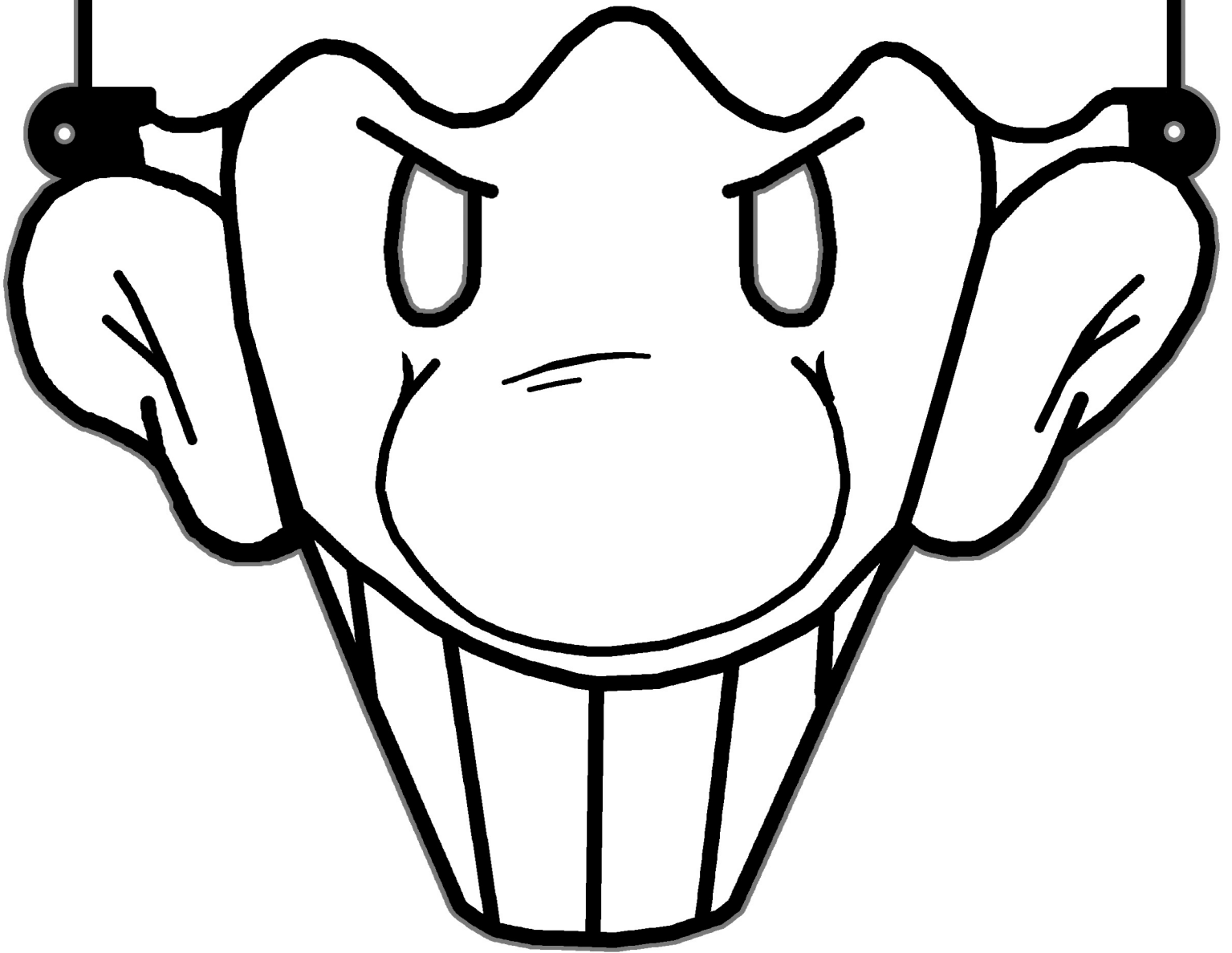
of the Munchkin, I call upon your Power!"

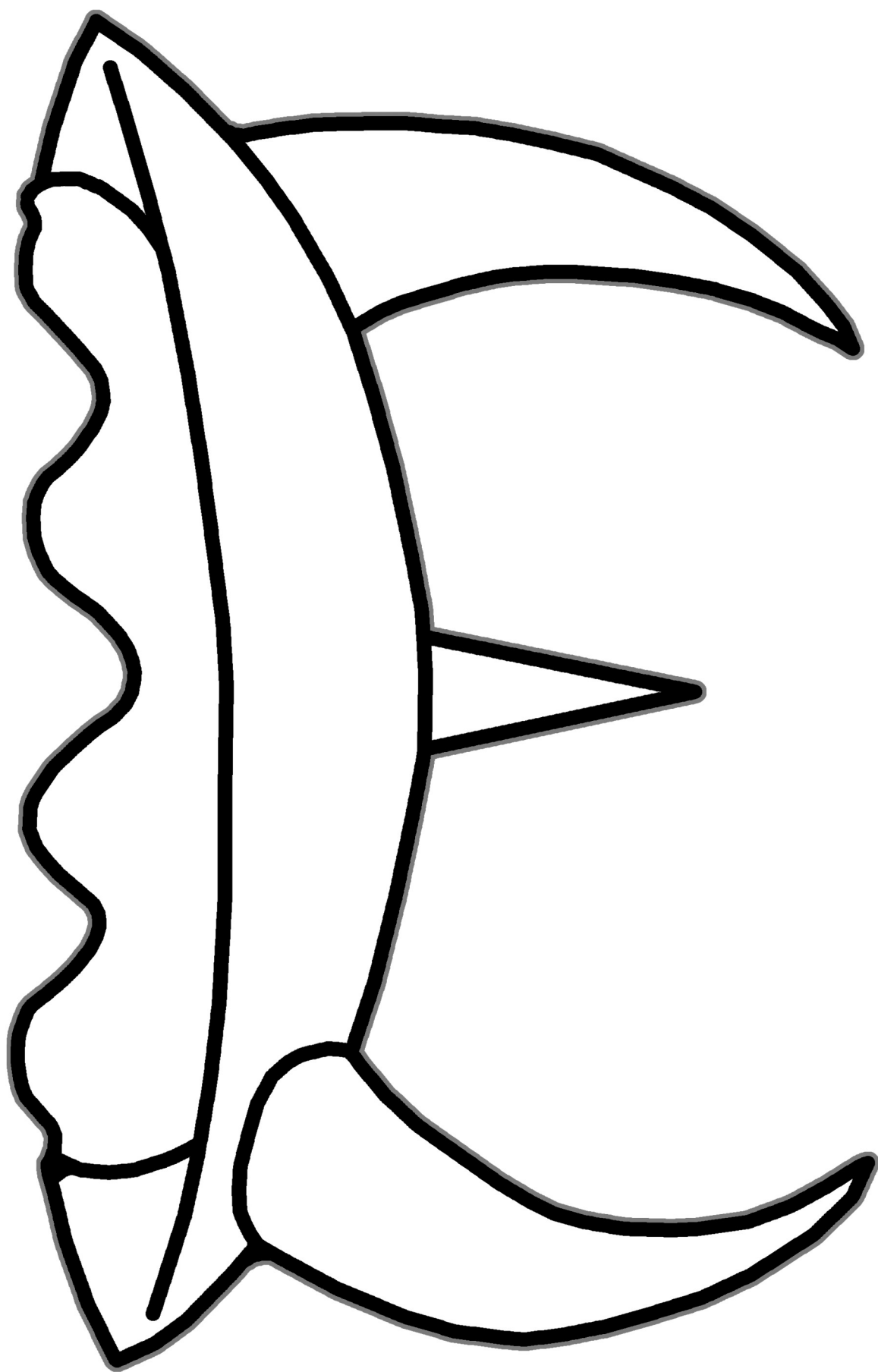
(2) Put on the Mask. The Trap or Curse no longer affects you.

(3) You must keep the Mask on for the rest of the game. If you take off the Mask for any reason, you lose one level.

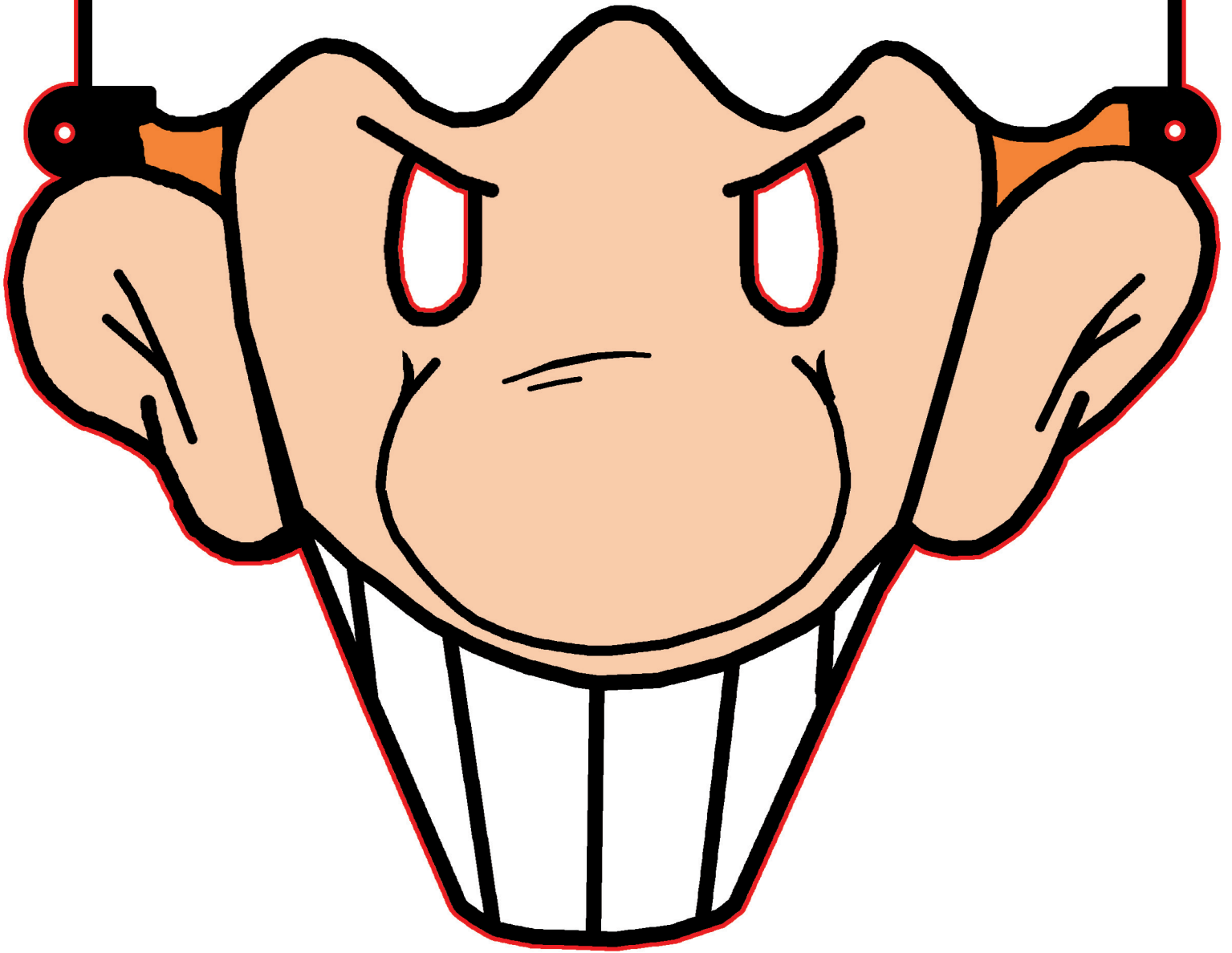
(4) Special Halloween Rule: For any games played on October 31st, wearing the Mask of the Munchkin for the entire game allows you to win by attaining Level 9.

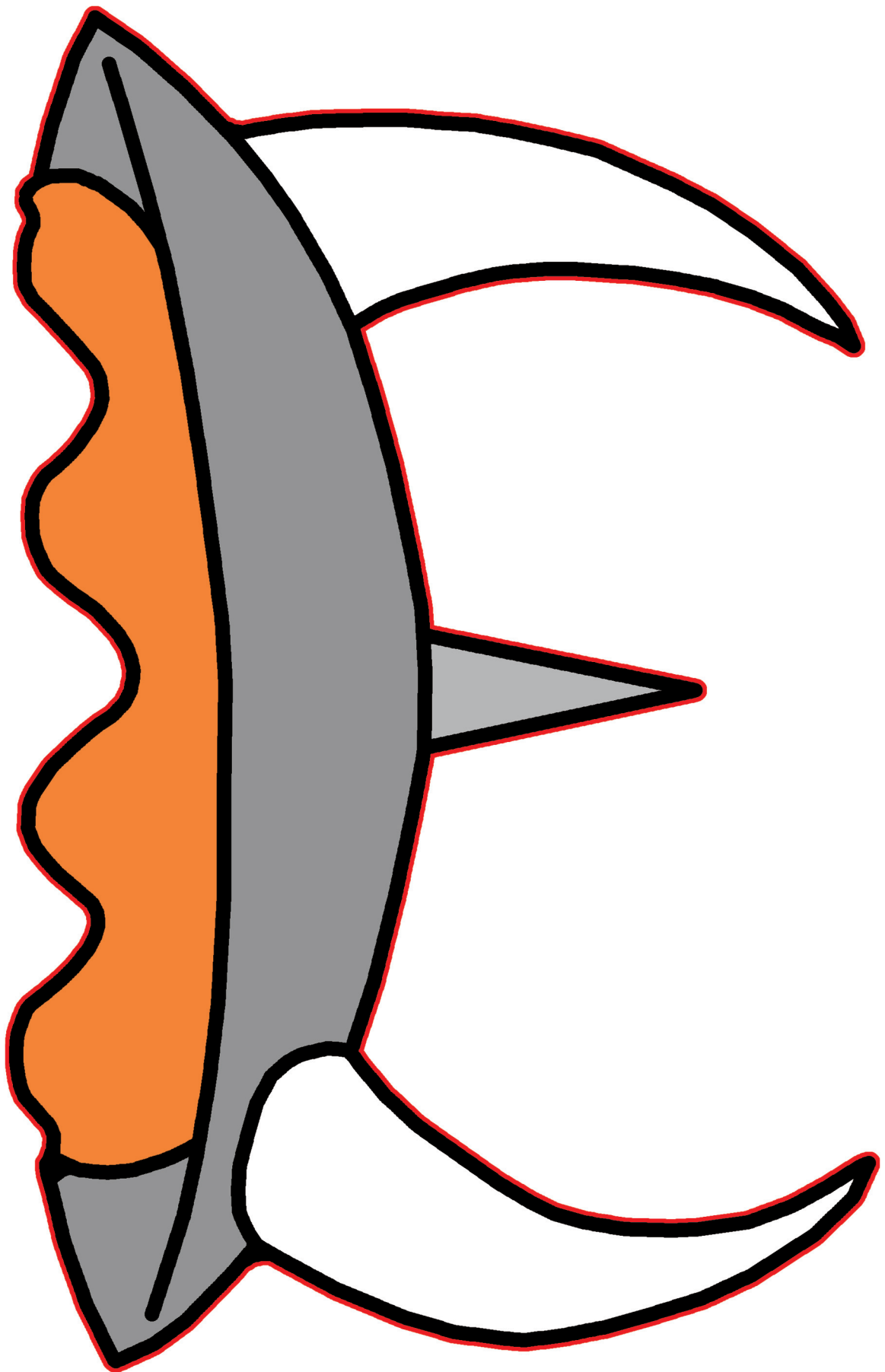
GLUE HAT SECTION HERE





GLUE HAT SECTION HERE





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.

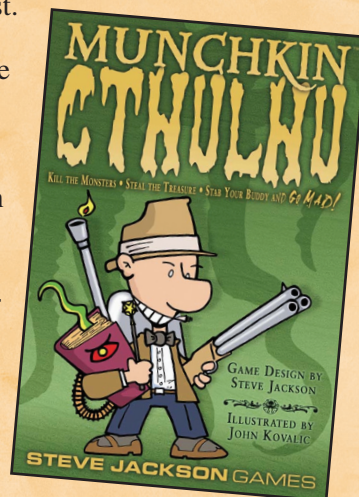
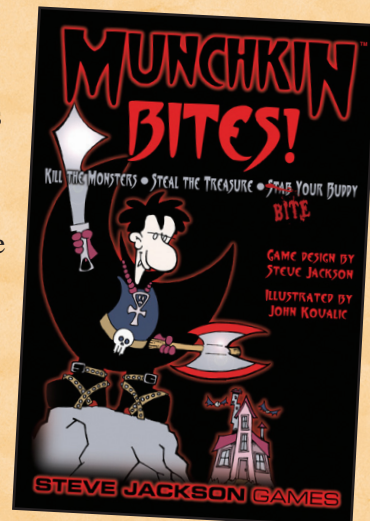
MUNCHKIN CTHULHU

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.



www.sjgames.com/munchkin/game

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.



STAR MUNCHKIN

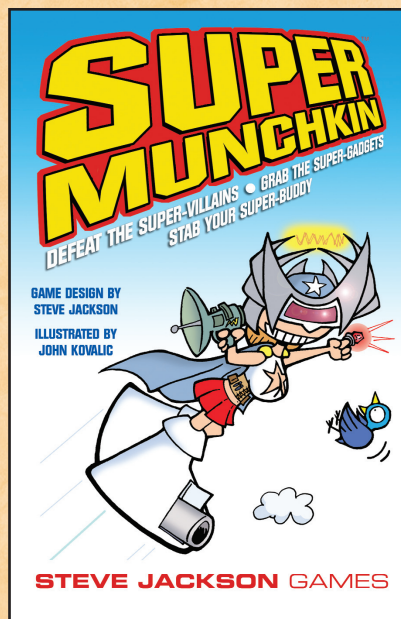
The Munchkins are back – and they're in space! Now they're Mutants, Androids, and Cat People . . . grabbing Lasers, Vibroswords, and Nova Grenades . . . fighting Fanged Fuzzballs, Bionic Bimbos, and the Brain In A Jar. #1411, \$24.95.

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.



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.



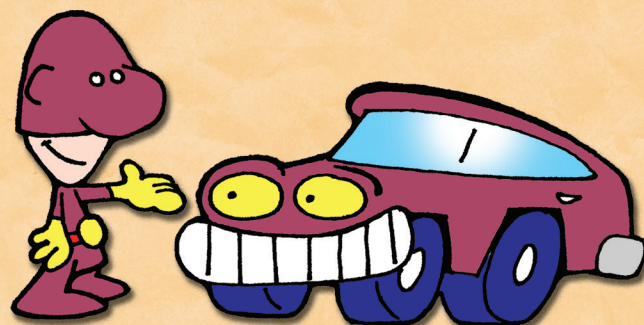
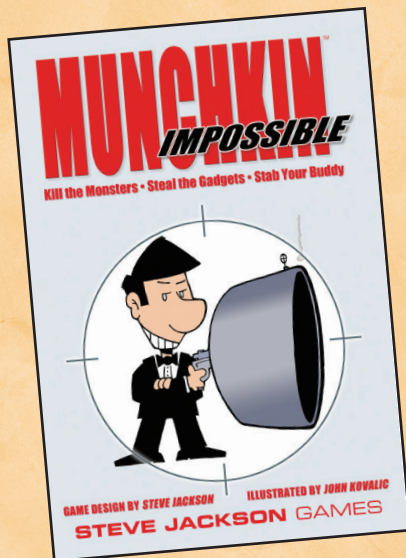
SUPER MUNCHKIN

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.

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.



COMING SOON!

MUNCHKIN BOOTY

Avast, ye scurvy dogs. *Munchkin* takes to the high seas, and scores plunder a-plenty! Coming in 2008.

MUNCHKIN QUEST

Jackson. Kovalic. *Munchkin* Boardgame. Stop drooling! It's coming in 2008.

