

MUNCHKIN™ CTHULHU 2 CALL OF COWTHULHU™



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.

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