



Munchkin Fu™

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The munchkins went to the movies . . .

and now they're charging through the alleys of Hong Kong (or is it Tokyo? They're still arguing). They've become ninja, yakuza, samurai, and monks . . . but they're still killing the monsters and taking their stuff.

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

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

Setup

3 to 6 can play. You will need this deck of cards and 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.

Character Creation

Everyone starts as a Level 1 character with no class and no style. (Heh, heh.)

Look at your initial four cards. If you have any **Class** cards (**Ninja**, **Samurai**, **Yakuza**, or **Monk**) or any **Style** cards, you may (if you like) play one of each type by placing it in front of you. If you have any cards that allow you to have more than one class or style, play them, too.

And if you have any **Item** cards, or a **Mook** card, 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 – see **Traps**, 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!

(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 in your hand, 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.

Find more munchkinism at www.worldofmunchkin.com

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, Styles or helpers 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 class, for instance. Be sure to check these before resolving combat.

You may also use one-shot cards, such as powders or the Great Wall, *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 Stunt Double) 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 a monster, you automatically go up a level (2 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.

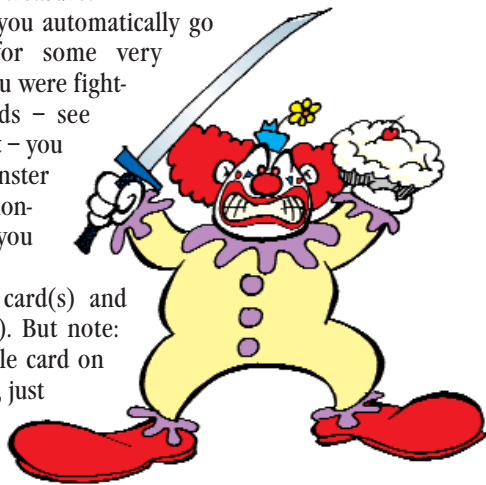
You can bribe someone to help. In fact, you'll probably have to, unless there's a Yakuza around. You may offer him any Item(s) you are currently carrying, or any number of the Treasure cards the monster has. If you offer him part of the treasure, you must agree whether he picks first, or you pick first, 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 Monk, but a Monk helps you, the Tiger Ghost will be at a -2 against you. But if you are facing the Hong Kong Cong and a Samurai helps you, the foe's level is increased by 4 (unless you, too, are a Samurai 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. (Ninjas can escape automatically if they discard their whole hand, as long as it's at least two cards.) Some Styles and Items make it easier or harder 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 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.

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.

Death

If you *die*, you lose all your stuff. You keep your class(es), style(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 Style, Mook, Class, 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, Style, and Class. For instance, you might describe your character as "a 9th-level Ninja with Wire Fu, Five Year Toenails, and the Dragon Tooth Katana."

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.

Class: Characters may be Ninja, Yakuza, Samurai, or Monks, with the appropriate Class card. Each class has different abilities, shown on the cards. You gain the abilities of a class the moment you play its card in front of you, and lose them as soon as you lose or discard that card.

Some class abilities are powered by discards. You may discard any card, in play or in your hand, to power a special ability. Note that if you have NO cards in your hand, you cannot “discard your whole hand.”

You can discard a Class card at any time, even in combat: “I don’t wanna be a Ninja any more.”

You may not belong to more than one class at once unless you play the Super Munchkin card.

Styles: There are 12 of these, each a unique fighting form that gives its holder certain advantages. You gain these advantages the moment you play its card in front of you, and lose them as soon as you lose or discard that card.

You may only have one Style at a time. Exceptions: Monks may have two, and some cards allow you to learn extra Styles. You can discard a Style card at any time, even in combat.

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 items.

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

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 use 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

“Hopped Up On Lotus,” “Demon-Possessed,” “Trained By A Master,” and “Evil Minions” raise the level of monsters (and “With Visible Wires” lowers the level). “Wandering Monster” and “Stunt Double” bring 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 Hopped Up On Lotus, Demon-Possessed, and Stunt

Double are played together, *in any order*, you are facing a hopped-up, demon-possessed monster and its hopped-up demon-possessed stunt double. 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 are items. Items either have a value or say “No Value.” An item 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

If drawn face-up, during the “Open A Door” phase, Trap 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 affects its victim immediately (if it can) and is discarded. *Exception:* “Change Sex” gives a penalty on your *next* fight. If you are not in a fight when it is played on you, keep the card until your next fight, as a reminder.

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

If a trap applies to something you don’t have, ignore it. For instance, if you draw “Lose Your Headgear” and you have no headgear, nothing happens; discard the trap.

Classes and Styles

These cards may be played to the table as soon as they are acquired, or at any time during your own turn.

Super Munchkin and Extra Style

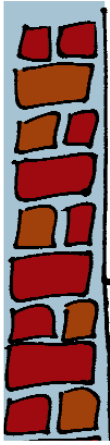
These are cards that let you have, respectively, two classes and one extra Style.

You can play Super Munchkin any time you have one class in play and you have a second class card to add to it. You now have two classes, with the advantages and disadvantages of both. You lose Super Munchkin if you lose either of your class cards.

You can play Extra Style any time you get it, even if you currently have no styles at all. It increases by 1 the number of Style cards that you can have in play.

Mook

If you draw a Mook, 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 Mook in play at a time. You may discard Mooks at any time. You may not trade Mooks . . . they are not “items.”



Any card that gives bonus levels to monsters (see Enhancers, above) can be played on a Mook, and stays with him as long as he lives. Only one such card can be played on each Mook.



A Mook can sacrifice himself for you. If you lose a fight, then instead of rolling to run away, you may discard a Mook. 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 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 Strangling Cord of Eternal Friendship if you won’t help Bob fight the Dragon Lady!”.

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 a Powder, you could help someone by throwing it at his foe. Of course, you can “accidentally” hit your friend with the Powder, 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 combat.

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

Trap them, if you have a Trap card.

Hong Kong

Whenever any “Hong Kong” (HK) monster appears, any player may play any other HK monster from his hand to help it out.

Whenever a HK monster appears, any player may give that monster any HK item from his hand or his own collection of Items. He must specify which monster he is helping. Ignore the “hands” requirement and special powers or limitations of items given to monsters. Only the level bonuses count, and the items are discarded after the combat ends.

Example: Mia kicks open a door and encounters the Hong Kong Tong. Andrew takes Hong Kong Kong from his hand and sends him into the fight. Erik takes the HK Bong from his hand and gives it to Kong; its +2 bonus counts for Kong. Rachel is currently wearing the Hong Kong Thong, but removes it and gives it to Kong. Its +2 bonus also counts for Kong.

Faster Play

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, Class, or Style card, or any card that lets you get extra Races, Classes, or Styles (such as Super Munchkin or Half-Breed) 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.

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 and STAR MUNCHKIN (Or Both)

Go for it! Your Elven Ninja-Cleric and Half-Elf Half-Feline Wire Fu Wizard can rampage through the catacombs of the far-off planet of New Hong Kong . . .

Shuffle all the Treasure cards together. Shuffle all the Door cards together. You now have two big decks. If you have enough sets, you now have two VERY big decks.

Use the “fast play” rules (see above).

Traps and Curses are treated as the same kind of card. Any reference to a Trap also means a Curse and vice versa. Yes, Gadgeteers can “disarm” Curses. Likewise, Credits and Gold Pieces are the same thing and can be combined to buy levels, pay taxes, and so on.

All characters may have Races, Classes, and Styles!

Hirelings, Sidekicks, and Mooks are all the same “Hireling” class, and the Mook can sacrifice himself like a Sidekick, but each card can carry items or be enhanced only as that card says.

Any *Munchkin Fu* card described as a “demon” is +5 vs. *Munchkin* Clerics. However, *Munchkin* Clerics may “turn” Gaki as though they were undead.

Some *Munchkin Fu* cards (such as Hopped Up On Lotus) mention things that are not in this game, to allow for crossovers. And yes, the Sword of Slaying Everything Except Squid, from *Unnatural Axe*, is useless against the Karate Squid! Flee!

Big items (from *Munchkin*) 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.

