

MUNCHKIN Cthulhu 2 Call of Cowthulhu™



CROSSTOVERS

● 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: Kleptomaniac, it does not change his powers, because the Kleptomaniac game mechanic (NOT coincidentally) is the same as the Thief mechanic. It just means that the Thief **must** try to steal at least one item whenever it is his turn. He may still try thefts at other times if he wants to.

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

GAME SUPPORT

Check out www.worldofmunchkin.com . . . you never know what we might put up there next. Right now you can find Frequently Asked Questions about *Munchkin* (and – erk – errata), the most recent *Munchkin* News, free downloadable resources for your game, and lots more.

Talk *Munchkin* on our webforums, forums.sjgames.com, or on our Yahoo! Group, the Munchkin Adventurers’ Guild: groups.yahoo.com/group/Munchkin_guild. Ask questions, share stories, get munchkinly!

Support your local game store! Ask them what’s new and what’s coming for *Munchkin*. Our online store is www.warehouse23.com, and since we’re munchkins, too, we’re always happy to take your gold pieces . . . but if you have a Friendly Local Game Store, we’d rather you gave the business to them.

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.

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Special thanks to Cory Seguin for contributing to the madness!

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Munchkin Quest

Lay a tile and discover a room. Kill the monster, steal the treasure, and get to Level 10. Can you escape the dungeon and claim victory?
#1470, \$49.95.

Munchkin Quest 2 – Looking For Trouble

#1471, \$34.95.



Munchkin: there’s an App for that!

Want to track your level in *Munchkin* and *Munchkin Quest* with your iPhone or iPod Touch? How’d you like to get a Boon once per game as well? Now available at the Apple App Store!

levelcounter.sjgames.com



Find more munchkinism at www.worldofmunchkin.com

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