

4) The Warrior plays the **Miniature** card, reducing the **Golem** to a strength of 7. Ordinarily, monsters win ties. But the Warrior's special class power is that HE wins ties. So he's winning now.

5) (To the Elf) *This would be a good time to Interfere!* The Elf plays the **Rabid** card, bringing the **Golem** back up to 12.

6) The Warrior has only one combat modifier left – the **Potion of Inappropriate Eructation** – but its bonus isn't enough for a win, so the Warrior must Ask For Help. *You can't win this battle by yourself. But you can ask for help. You can pick one player to help you, if he agrees. The Elf has a strength of 7, and the Warrior also has 7, for a total of 14; the Golem is at 12 right now. If the munchkins cooperate, they will win. Also, look at the Elf's special power. Usually helpers don't go up a level, just the main player in a battle. But an Elf who helps win a battle goes up a level!* At this point, the Elf should say, or should be coached to say, "Sure, I'll help."

7) *The other thing to decide, when somebody Asks For Help, is how the treasure is going to be split. This is entirely up to you. (Let them discuss. Coach them if necessary.)*

8) After they come to an agreement, the **Golem** is slain. Both players level up – the Warrior for winning the combat, and the Elf for using his Elf Race ability. The Warrior then draws two Treasures, face-up, and distributes them according to the agreement the players made. The Treasures are the **Retroactive Continuity Potion** and **Recalculate Your XP**.

Whoever gets **Recalculate Your XP** can use it to level up again.

9) *There's another way to level up. You can sell Treasure worth at least a thousand Gold Pieces, and go up a level. So the Retroactive Continuity Potion could be sold right now for one more level.*

Wrap-Up

That concludes our Marked Demo. Thank you for playing! In a real game you would keep going until somebody reaches Level 10, and the only way to get that last level is to kill a monster.

Original evil quick-demo concept by Alex Yeager
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www.worldofmunchkin.com



Welcome to a double-duty booster set! **Marked for Death** is a pack of 17 all-new cards (plus two almost-new ones – see below). And they're balanced so you can use them as a quick rigged demo for your friends, to get them into the madness that is **Munchkin!**

What's With the Icons?

Most of the **Marked for Death** cards have a special "hand of cards" icon on the bottom. See the number in the icon? That's to let you stack the decks quickly for the Marked Demo. Start by sorting the Marked Demo cards by back type, then flip them over and use the numbered icons to stack them. If you do it right, the first Treasure turned over will be the **Lawn Mower**, and the first Door will be the **Miniature**.

The two cards without a number icon are replacements for cards that we screwed up in **Munchkin 7 – More Good Cards**. If you have that set, trash the originals and use these instead. If you don't have that set, congratulations on your two new Curses. (Now go buy that set! We have a hungry Gazebo to feed. Gazebo Chow is *expensive*, even in the 100-pound bags.)

STEVE JACKSON GAMES



The Play

The Marked Demo is a two-player game. If you are demonstrating to a single player, you will deal to yourself, and you will be the "Elf Player." If you are demonstrating to two players, you will deal but not play.

A few suggested lines are in italics. Have fun with this! The more you enjoy teaching the game, the more they'll want to play a real game. (If you want a suggested script, we have a longer version of this rule insert at www.worldofmunchkin.com/markedfordeath that includes some suggested lines.)

Setup

- 1) Make sure you've stacked the decks properly.
- 2) Deal two Door and two Treasure cards to each player, being sure to alternate the deal between the players. If you are one of the two players, deal to your victim first!
- 3) Hand out level markers (a d10 works well, but you can use glass stones, pennies, rocks, whatever).
- 4) Since this is the first play, you may have to help the players find the Class and Race tags at the bottom of the cards. One player should play the **Elf** Race and the **Cat O' One Tail**; the other should play the **Warrior** Class and the **Lawn Mower**.



5) (To the Elf) *Be sure to read all the text on that card (point to **Polish Your Equipment**). You can't play it now, but the time will come.*

Turn 1 (Elf Player)

- 1) *At this point, in a regular game, we would decide who goes first. This is a rigged demo, so we decide that the Elf goes first.*
- 2) The Elf turns over the top Door card, revealing **Curse! Marked for Death!**
- 3) *Since the Elf can't go below Level 1, he suffers no penalty.*
- 4) The Elf draws another Door card, **Joan d'Orc**, face down, and puts it into his hand.

Turn 2 (Warrior Player)

- 1) The Warrior turns over the top Door card, revealing the **Playground Bully**.
- 2) The Warrior has a combat strength of 4 (1 for his Level and 3 for the **Lawn Mower**); the **Playground Bully** has a strength of 2.
- 3) (To the Elf) *Now, if you have the cards for it, you can interfere with his combat, by hurting him or helping the monster. Got anything? I didn't think so.*
- 4) *The Warrior has slain the **Playground Bully!** He goes up a level! And he takes its stuff!*
- 5) The Warrior adds a level. He also draws a face-down Treasure – the **Boots of Two-Stepping** – and should play it. The Elf should now play **Polish Your Equipment**, so he gains a level as well.

Turn 3 (Elf Player)

- 1) The Elf turns over the top Door card, revealing the **Rabid** card. *That's a card you can use later, during a combat, so just put it in your hand.* Since the Elf has a Monster in his hand, he Looks For Trouble, and plays **Joan d'Orc**.
- 2) The Elf has a combat strength of 4 (2 for his Level and 2 for the **Cat O' One Tail**); **Joan** has a strength of 2.
- 3) The Warrior shouldn't interfere, so the Elf can slay **Joan d'Orc** easily.
- 4) The Elf levels up and draws a face-down Treasure – the **Anvil**.
- 5) *Oh, too bad. It takes two hands to use that, and you don't have two free hands. So cheat!* The Elf plays the **Cheat!** card along with the **Anvil**.



Turn 4 (Warrior Player)

- 1) The Warrior turns over the top Door, revealing the **Soap Golem**.
- 2) The Warrior has a combat strength of 7; the **Soap Golem** has a strength of 6. But this monster gets +6 against Warriors! So it's got a 12. It's winning!
- 3) Right now the monster is winning! If the Warrior can't beat him, he'll need to Run Away. If he runs, he has to roll a 5 or 6 on the die, or he'll suffer the Bad Stuff on the monster card. *So, Warrior, got any cards in your hand to cut the **Soap Golem** down to size?*