

ONE WITH EVERYTHING

GO UP A LEVEL

DEATH-TOUCH

CLEVERLY DISGUISED

+5 to Monster

You must have a style in order to add Death-Touch; you lose Death-Touch; you lose the style. In a combat if you lose the style. In a combat



Game Support

Check out **www.worldofmunchkin.com** . . . you never know what we might put up there next. Right now, you can find some 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 munchkiny!

Support your local game store! Ask them what's new and what's coming soon 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

Designed by Steve Jackson • Illustrated by Greg Hyland
Chief Operating Officer: Philip Reed • MUNCHKIN Czar: Andrew Hackard
Graphic design by Kellar Hall

Prepress Cheeking and evil suggestions by Moniea Stephens
Director of Sales: Ross Jepson • Marketing Director: Paul Chapman

Thanks to David Morgan-Mar for suggesting the title, and to the playtest munchkins: Andrew Hackard, Jan Hendricks, Jeff Johannigman, Fade Manley, Micah Rimel, Giles Schildt, Monica Stephens, Loren Wiseman, and Erik Zane.

Munchkin, Munchkin Fu, Monky Business, Warehouse 23, the all-seeing pyramid, and the names of all products published by Steve Jackson Games Incorporated are trademarks or registered trademarks of Steve Jackson Games Incorporated. Copyright © 2005, 2007, 2010, by Steve Jackson Games Incorporated. All rights reserved.

Rules version 1.5 (August 2010).

Find more munehkinism at www.worldofmunehkin.com

STEVE JACKSON GAMES

EXTRA STYLE

