



# MUNCHKIN<sup>®</sup>



## Panic<sup>®</sup>

### RULES

Number of players: 1 to 6

Ages: 10 and up

## INTRODUCTION

The *Munchkin* Monsters have found the *Castle Panic* Towers and are on the rampage! Now the Potted Plant, Net Troll, and Plutonium Dragon face your Swordsmen, Knights, and Archers, who have armed themselves with the Boots of Butt-Kicking, the Pointy Hat of Power, the Rapier of Unfairness, and more. Slay a Monster and gain its Treasure. Keep the Monster as a Trophy, and if you have the highest point count, you may be declared the Master Munchkin!

## OBJECTIVE

*Munchkin Panic* is a semi-cooperative game that allows you to scale the amount of *Munchkin* (competitiveness) in it. Your objective depends on which of these 3 ways you play.

- **Standard** Players must work together enough to have at least 1 Tower standing after they slay all of the Monsters. But they must be self-interested enough to rack up the highest point value in Monster Trophies.
- **More Munchkin** With the *More Munchkin Mini-Expansion*, you no longer have to work together to keep the Towers standing. You simply need to have the highest point value in Monster Trophies. (See p. 9 for details.)
- **Solitaire** You can also play solo, defending the Towers against the horde of Monsters. You must have at least 1 Tower standing to win. (See p. 10 for details.)

## COMPONENTS

- **1 Board** The field of battle and location of the Castle.
- **45 Castle cards** Used to attack the Monsters and defend the Castle. Described in detail on pp. 5–6.
- **28 Treasure cards** Used to boost attacks and take special actions. See details on pp. 6–7.
- **39 Monster tokens** Include Monsters and Curses the players must survive. See details on p. 8.
- **Monster bag** Holds the Monsters before they are drawn and placed on the board.



- **6 Walls with plastic stands** Keep the Monsters out of the Castle—for a while.



- **6 Towers with plastic stands** The Monsters' target. At least 1 Tower must remain standing for players to win the Standard version of the game.



- **1 Flask of Glue token** Sticks Monsters in place when the Flask of Glue card is played.



- **2 Fortify tokens** Used to bolster a Wall when the Fortify Wall card is played.



- **1 Munchkin D6** This six-sided die is super cool.



- **6 Reference cards** Used to remind players of the types of cards and Character abilities.



- **More Munchkin Mini-Expansion** Used to increase the amount of self-interest in the game.

- 1 Castle card (Special)
  - 7 Treasure cards (2 Weapons, 5 Monster Enhancers)
  - 7 Character cards
- See p. 9 for details.



- **1 rulebook** You're holding it.

## THE BOARD

The board consists of a series of rings with the Castle ring in the center. The rings are labeled (Forest, Archer, Knight, Swordsman, and Castle) and split into red, green, and blue arcs that are numbered 1–6.

The Forest is where the Monsters are placed. The Archer, Knight, and Swordsman Rings are where most of the fighting occurs. The Castle ring is the location of the Towers you are defending.

## GAME SET-UP

1. **Build Castle** Put plastic stands on Walls and Towers. Open board and put 1 Tower in each of the light-colored spaces in the Castle ring. Place 1 Wall on each of the lines between the Castle and Swordsman rings.

2. **Place Monsters** Put the Monster tokens in the Monster bag. Randomly draw 4 Monsters and place each in the Archer ring with separate die rolls. Monsters will be placed in the Forest during play, but not during set-up. (The first player needs *some* targets, after all.)

Make sure the highest number on the Monster is pointed toward the Castle. If you draw a Curse, put it back in the bag.



3. **Deal Cards** The cards are dealt facedown and the play is closed hand. See the chart below for the number of cards dealt to each player.

# of Players	Castle Cards	Treasure Cards
1 or 2	6	1
3, 4, or 5	5	1
6	5	0

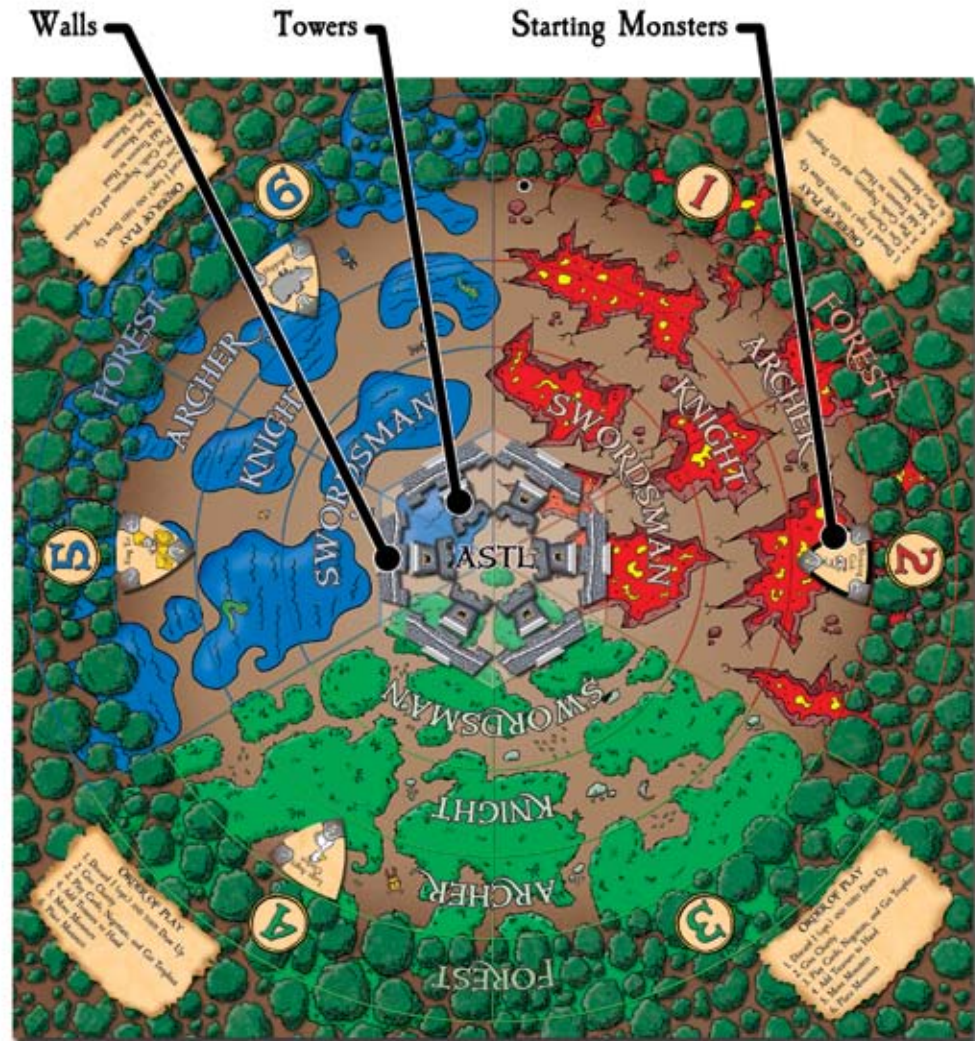
4. **Position Cards, Tokens, and Die** Set the Castle deck, the Treasure deck, the Flask of Glue and Fortify tokens, and the die next to the board.

5. **Determine 1st Player** The person who played *Castle Panic* or *Munchkin* most recently goes first. Ties are broken with a die roll. Play progresses clockwise from the first player.

## Cautions for *Castle Panic* Players

While knowledge of *Castle Panic* will help you learn to play *Munchkin Panic*, there are a few key differences you need to be aware of.

- Instead of drawing Monster tokens, you will be **PLACING MONSTERS** (p. 5).
- Instead of trading cards, you will be **NEGOTIATING HELP** (p. 4).
- There are **UNIQUE SLAY CONDITIONS** for higher value Monsters (p. 4).
- Don't forget to get your **TREASURE** when you slay Monsters (p. 4)



Monster Bag



Treasure Cards



Castle Cards



Fortify Tokens



Glue Token



# ORDER OF PLAY

Each player's turn consists of these 6 phases.

1. Discard 1 (opt.) AND THEN Draw Up
2. Give Charity
3. Play Cards, Negotiate, and Get Trophies
4. Add Treasure to Hand
5. Move Monsters
6. Place Monsters



## 1. DISCARD 1 (OPT.) AND THEN DRAW UP

You may choose to discard 1 Castle card (optional) and then draw up to a full hand of Castle cards (facedown). The number of Castle cards in a hand depends on the number of players. See the chart below. Your hand size can exceed these amounts during any other phase of play. When the deck runs out reshuffle the discards.

Number of Players	Number of Castle Cards in a Hand
1* or 2	6
3-6	5

\*For solitaire game rules, see p. 10.

## 2. GIVE CHARITY

You may have a maximum of 3 Treasure cards at this phase for 3- to 6-player games and a maximum of 4 Treasure cards for 1- and 2-player games. (There is no maximum number of Treasure cards at any other phase of play.) Give any excess Treasure cards to the player with the lowest count of Trophy points.



- To find your count of Trophy points, add up the highest number on each slain Monster. *For example, if you slayed a 1-point Monster, a 3-point Monster, and a 4-point Monster, your count of Trophy points is 8.* Note that you do not add up each number on each Monster. You simply add up the highest number on each slain Monster.
- If you are the lowest-scoring player and you hold more than the maximum number of Treasure cards, you must discard them.
- If the count is tied, the cards must be split between the lowest-scoring players. If there is an uneven number of cards to be split, you choose one of the lowest-scoring players to receive the extra Treasure card.
- If you are one of the lowest-scoring players, you must give Charity to the other lowest-scoring player(s).
- If you receive Charity, you can add the Treasure cards immediately to your hand for use according to their usual rules.

## 3. PLAY CARDS, NEGOTIATE, AND GET TROPHIES

You play Castle and Treasure cards and negotiate for help to attack and slay Monsters. (Negotiating for Help, p. 4) Keep any Monster you slay as a Trophy. Remember that the player with the highest number of points on Trophies at the end of the game is declared the Master Munchkin if at least 1 Tower remains standing and all the Monsters and Curses are gone.

- You may play as many cards in your hand as you are able. There is no limit.
- All cards (Castle and Treasure) are single-use only. You use it and discard it. (No equipping, *Munchkin* fans!) However, discards can be shuffled when the deck runs out.
- Unless a card says that it can be played at any time, it must be played during the Play Cards phase.

### Castle Card Types

- **Hit Cards** Use these cards to target or boost attacks. Multiple Hit cards may be combined to hit a single Monster. You'll identify Hit cards by the word *Hit* in the text, the red, green, and blue jewels, and stone edges.
  - Most Hit cards have a ring name (Swordsman, Knight, or Archer) and a color (red, green, or blue). These cards hit a Monster for 1 point in the ring and color of the card. *For example, a Red Swordsman can hit a Monster in the red Swordsman area of the board.*
  - Other Hit cards have a color and the word *Hero* on them. These cards can hit a Monster for 1 point in the Swordsman, Knight, or Archer ring of that color. *For example, the Blue Hero can hit a Monster in the Swordsman, Knight, or Archer ring of the blue area of the board.*
  - Other Hit cards have a ring name and the words *Any Color* on them. These cards can hit a Monster for 1 point in the ring named on the card, regardless of the color. *For example, the Any Color Knight can hit a Monster for 1 point in the red, green, or blue Knight areas of the board.*
  - Note that Hit cards do not work in the Castle or Forest rings (but some Special Castle cards and Treasure cards can).



- **Curses** Use these cards to negatively affect opponents and gain an advantage. You'll identify these cards by the word *Curse* in the title and the skull and bone edges. There are 4 Curse cards: Duck of Doom Curse, Truly Obnoxious Curse, Lightning Curse, and Chicken on Your Head Curse. See p. 6 for details.



- **Specials** Use these cards to affect play in unique and various ways. You'll identify these cards by the purple jewels and wood edges. There are 8 Special Castle cards. Each one is described in detail on p. 6. Note that some of them have a Tower icon on them. This means they can be used to affect Monsters in the Castle ring.

## Treasure Card Types

- **Weapons** Use these cards to boost attacks made with Hit cards. Only 1 Weapon card can be used with 1 Hit card. You'll identify these cards by the hammer icon (⚒) on them. There are 16 Weapon cards. Each one is described in detail on pp. 6-7.
- **Potions** Use these cards to affect Monsters in powerful and magical ways. You may play these on Monsters without a Hit card. You'll identify these cards by the bottle icon (🍷) on them. There are 5 Potion cards, and they are described in detail on p. 7.
- **Specials** Use these cards to affect play in unique and various ways. You'll identify these cards by the star icon (★) on them. There are 7 Special Treasure cards. Each one is described in detail on p. 7.



## Hitting and Slaying Monsters

When you hit a Monster, you track the damage by rotating the Monster clockwise to the next lowest number. Make sure the current health points are always pointed toward the Castle. The Monster is slain when the last health point is gone.



To slay 4- and 5-point Monsters on their lowest point value, they must be hit with an attack of at least that many points. Anything less than that has no effect. (These Monsters can still be hit for single points of damage before they reach their lowest point value.)



## Getting Trophies

When you slay a Monster, add the Trophy to your pile immediately. Then draw (facedown) and place Treasure cards under that Monster. The number of Treasure cards will equal the number of gold dots on the Monster. (Reshuffle Treasure cards as needed.) Do not keep any Monsters that died from Castle structures (p. 5) or the Huge Rock (p. 8).



## Negotiating for Help

You may ask for help during your Play Cards phase. All players who can help may make an offer, but you may make a deal with just 1 other player for 1 card.

- The negotiation is up to the players. *For example, if the help results in slaying a Monster, you may take the Trophy while the other player takes the Treasure or you take the Trophy and Treasure and buy your helper a soda.* The options are limited by the imagination of the players.
- However, if help is given without negotiating a deal, the Trophy and Treasure resulting from the help go to the current player.
- The helping player may use a Weapon only if you have played a Hit card on the Monster. Or you may play a Weapon when the helping player plays a Hit card. (Again, only 1 Weapon may be played with each Hit card.)
- The helping player may affect Monsters that you did not hit, as long as the card allows the play. *For example, the helping player could use a Hit card or Potion on a Monster you didn't attack.*
- Note that the Gazebo must be fought without help.

## 4. ADD TREASURE TO HAND

Settle up anything owed from negotiated help, and you and the person who helped you add any Treasure earned to your hands. Treasure that may be played at any time may be played now. Otherwise, Treasure cards cannot be played until the Play Cards phase. (Reshuffle Treasure cards as needed.)

## 5. MOVE MONSTERS

Move each Monster 1 space closer to the Castle or 1 space clockwise if inside the Castle. If a Monster hits a Wall or Tower, the Monster takes 1 point of damage and the Wall or Tower is destroyed. If the Monster has health points remaining after destroying a Wall, the Monster stays in the Swordsman ring.



If the Monster has health points remaining after destroying a Tower, the Monster moves into the space vacated by the Tower.



If more than 1 Monster hits a Wall or Tower, players choose which Monster takes the damage. If hitting a Wall, all of the Monsters stay in the Swordsman ring. If hitting a Tower, all of the Monsters move into the Tower space.



The exceptions are the 4- and 5-point Monsters. If they are at their lowest point, they take no damage from hitting a Castle structure. Monsters affected by Flask of Glue or the Sleep Potion do not move.



## 6. PLACE MONSTERS

Draw new Monsters one at a time from the Monster bag and place them in the Forest. The number of Monsters drawn depends on the number of players.

If you draw a Curse (or 2 or 3 or more), resolve it and draw another Monster to place. Use the die to place each Monster in the Forest. Place Monsters with the largest number pointed toward the Castle. This is the Monster's starting health points. The black edge on some Monsters has meaning only for the *More Munchkin Mini-Expansion* (p. 9).

# of Players	# of Monsters Placed
1-5	3
6	2

## END OF TURN

After you place Monsters, it is the next player's turn. The person to your left should begin the Order of Play with Phase 1.

## ENDING THE GAME

The game ends when either the last Tower is destroyed by the Monsters (in which case, the players lose) or when all 39 Monster tokens are played and all Monsters are slain (in which case, the players win).

If the players have won the game, each player then adds up the number of points on Trophies (slain Monsters). Remember to add the highest number on each Monster. The player with the highest point count is declared the Master Munchkin! (Ties are settled by body count. The person with the greater number of slain Monsters wins. If that's a tie, the winner is determined by a thumb war.) See pp. 9-10 for the *More Munchkin Mini-Expansion* and other game variations.

## PLAY DETAILS

At this point in the rules, players have learned enough to start playing. This section contains details players will need to reference at certain points during the game.

## CASTLE CARDS

**Hit Cards** Each of these cards can be used to hit a Monster for 1 point of damage. More than 1 Hit card can be used on a single Monster. One Weapon may be used with 1 Hit card. If 2 Hit cards are used on a Monster, 2 Weapons can be used in the attack as well.



**Red Swordsman** Hits a Monster for 1 point of damage in the red Swordsman area of the board.

**Blue Swordsman** Hits a Monster for 1 point of damage in the blue Swordsman area of the board.

**Green Swordsman** Hits a Monster for 1 point of damage in the green Swordsman area of the board.

**Red Knight** Hits a Monster for 1 point of damage in the red Knight area of the board.

**Blue Knight** Hits a Monster for 1 point of damage in the blue Knight area of the board.

**Green Knight** Hits a Monster for 1 point of damage in the green Knight area of the board.

**Red Archer** Hits a Monster for 1 point of damage in the red Archer area of the board.

**Blue Archer** Hits a Monster for 1 point of damage in the blue Archer area of the board.

**Green Archer** Hits a Monster for 1 point of damage in the green Archer area of the board.

**Red Hero** Hits a Monster in the Swordsman, Knight, or Archer ring in the red area of the board.

**Blue Hero** Hits a Monster in the Swordsman, Knight, or Archer ring in the blue area of the board.

**Green Hero** Hits a Monster in the Swordsman, Knight, or Archer ring in the green area of the board.

**Any Color Swordsman** Hits a Monster in the red, blue, or green Swordsman areas of the board.

**Any Color Knight** Hits a Monster in the red, blue, or green Knight areas of the board.

**Any Color Archer** Hits a Monster in the red, blue, or green Archer areas of the board.

**Curses** Use these cards at any time (not just the Play Cards phase) to negatively affect opponents and gain an advantage. You do not need to use these cards in combination with any other cards. Any of these Curses can be canceled by the *Wishing Ring* or *Sandals of Protection* (cards found in the Treasure deck).



**Duck of Doom Curse** Choose another player and say, "You picked up the Duck of Doom! You should know better. Give me 1 Treasure card at random." That player then hands you a Treasure card at random. You add that card to your hand for immediate use according to the usual rules of the card.

**Truly Obnoxious Curse** Use this card to make all players give you all of their Hit cards of 1 color or 1 ring. You name the color or ring. Colors include matching Hero cards, and rings include matching Any Color cards.

**Lightning Curse** Choose any player with more total Trophy points than you. Then you trade your lowest-point Monster for his/her highest-point Monster. If you have no Monsters, you give him/her nothing for his/her Monster. If *Convenient Addition Error* is placed beneath 1 of the Monsters in question, the point from that card is included in determining lowest- and highest-count Monster and is included in the trade if the Monster it rests under qualifies for the exchange. If more than 1 Monster qualifies as lowest- or highest-point count, the player owning those Monsters decides which 1 is given in the exchange.

**Chicken on Your Head Curse** All of the other players choose 1 Treasure card at random from their hands and put it face out on their foreheads without looking. You may choose 1 to put in your hand. That card is now immediately available for you to play according to the rules of the card. That is, just because it is available to play doesn't mean you can play it any time you want. *If it is a Weapon, for example, you will have to wait for the Play Cards phase to play it and then it must still be played with a Hit card.*

**Specials** Use these cards during the Play Cards phase (unless otherwise indicated) to affect play in the following ways.

**Super Munchkin** Slay any Monster anywhere on the board except the Forest. This affects any Monster of any point value and is effective in the Castle ring.



**Drive Him Back!** Move any 1 Monster in any ring (including the Castle ring) all the way back into the Forest. The Monster stays in the same arc.

**Flask of Glue** Play this card at any time to put the Flask of Glue token on a Monster to keep the Monster from moving for the rest of the turn. This can be played on any Monster anywhere except for the Forest. The Monster cannot move on the Move Monsters phase, and any Curse tokens that cause movement do not affect the Monster. Additionally, no cards that cause movement (*Out to Lunch*, *Wandering Monster*, *Cotion of Pofusion*) affect the Monster. However, Monsters stuck by the Flask of Glue can be hit for damage and even slain. Remove Flask of Glue at end of turn.

**Out to Lunch** Discard any Monster from anywhere on the board except the Forest and draw 2 Treasure cards. Put the Monster in the Monster discard pile. Add the cards to your hand in Phase 4: Add Treasure.

**Help Me Out Here!** Use this card to make any player of your choice show you his/her hand. If 1 of those cards can help you slay a Monster, add it to your hand and play it that turn. If no cards can help you slay a Monster, do not choose a card. You may conduct negotiations for help while viewing another player's hand for Help Me Out Here!

**Wandering Monster** Play this card at any time to move 1 Monster into another color. The Monster stays in the same ring, however. You cannot play *Wandering Monster* on a Monster stuck with *Flask of Glue* or on Monsters under the *Sleep Potion*.

**Draw 2 Castle Cards** Play this card at any time to draw 2 Castle cards and add them to your hand. Those cards are immediately available to play according to their usual rules.

**Fortify Wall** Play this card at any time to place a Fortify Token on 1 Wall. When hit, the token damages and takes damage from Monsters and the Huge Rock. You indicate the damage by removing the Fortify Token from the Wall and setting it aside for possible reuse later with the Fortify card. (Only 2 Fortify Tokens may be in play at any given time but they can be reused.)



Track damage on Monsters in the usual way.

(See p. 4 for an explanation.) If the Huge Rock hits the Fortify Token, the Huge Rock is simply discarded.

## TREASURE CARDS

**Weapons** Use these cards with Hit cards to boost attacks. The possible ways to do so are

- play the Weapon with a Hit card yourself on your turn,
- negotiate a deal with another player on his/her turn to play a Weapon on a Monster that the other player used a Hit card on that turn, or
- accept a deal from another player in which that player uses a Hit card on a Monster and you follow that up by playing a Weapon.

**Helm of Courage/Horny Helmet/Pointy Hat of Power/Rapier of Unfairness/Rat on a Stick** Each of these cards works the same way: use them to damage a Monster in the Swordsman, Knight, or Archer ring for 1 additional point. (Remember they must be played with a Hit card. 1 Weapon for each Hit card. If a Weapon has been used with a Hit card, you cannot negotiate to play another Weapon to boost that attack. You can, however, use another Hit card in that attack or use a Weapon with an additional Hit card used by the other player.)

**Singing & Dancing Sword/Spiky Knees** Both of these cards work the same way: use each to damage a Monster in the Swordsman ring for 1 additional point. (Remember they must be played with a Swordsman or Hero card. Only 1 Weapon for each card is permitted. If a Weapon has been used with a Swordsman or Hero card, you cannot negotiate to play another Weapon to boost that attack. You can, however, use another Swordsman or Hero in that attack or use a Weapon with an additional Swordsman or Hero used by the other player.)

**Shield of Ubiquity/Short Wide Armor** Both of these cards work the same way: use each to damage a Monster in the Knight ring for 1 additional point. (Remember they must be played with a Knight or Hero card. Only 1 Weapon for each card is permitted. If a Weapon has been used with a Knight or Hero, you cannot negotiate to play another Weapon to boost that attack. You can, however, use another Knight or Hero in that attack or use a Weapon with an additional Knight or Hero used by the other player.)

**Eleven-Foot Pole/Magic Missile** Both of these cards work the same way: use each to damage a Monster in the Archer ring for 1 additional point. (Remember they must be played with an Archer or Hero card. Only 1 Weapon for each card is permitted. If a Weapon has been used with an Archer or Hero, you cannot negotiate to play another Weapon to boost that attack. You can, however, use another Archer or Hero in that attack or use a Weapon with an additional Archer or Hero used by the other player.)

**Buckler of Swashing** This card can be used to hit a Monster in the Knight or Archer ring for 1 additional point (with a Hit card) or in the Swordsman ring for 2 additional points (with a Swordsman or Hero card).

**Slimy Armor** This card can be used to hit a Monster in the Swordsman or Archer ring for 1 additional point (with a Hit card) or in the Knight ring for 2 additional points (with a Knight or Hero card).

**Bow with Ribbons** This card can be used to hit a Monster in the Swordsman or Knight ring for 1 additional point (with a Hit card) or in the Archer ring for 2 additional points (with an Archer or Hero card).

**Boots of Butt-Kicking** Use this card to damage a Monster in the Swordsman, Knight, or Archer ring for 2 additional points of damage (when used with a Hit card).

**Sandals of Protection** This is a defensive weapon that can be used to cancel any Curse card another player may attempt to play on you.

**Potions** Use these cards with or without Hit cards to affect play in powerful ways, as described below. (They cannot be used with a Weapon card without a Hit card. Remember that Weapon cards must be used with Hit cards.)

**Potion of Idiomatic Bravery** Use to damage a Monster anywhere on the board except the Forest for 1 point.

**Potion of Halitosis** Use to damage a Monster anywhere on the board except the Forest for 2 points.

**Sleep Potion** This card must be played during the Play Cards phase (either by the current player or by another player through a negotiated deal). This card causes all Monsters on the board (including those in the Castle and Forest rings, as indicated by the Tower and Tree icons) to stay where they are for the rest of the turn. Monsters cannot move on the Move Monsters phase, and any Curse tokens that cause movement do not affect Monsters. Additionally, no cards that cause movement (Out to Lunch, Wandering Monster, Cotion of Pofusion) affect the Monsters. However, Monsters can be hit for damage and even slain while under the Sleep Potion.

**Invisibility Potion** Play this card during any player's Draw Monsters phase to cancel a Curse drawn from the Monster bag. This card cannot be used to cancel Curse cards played by another player.

**Cotion of Pofusion** Played during the Play Cards phase (by the current player or through a deal), this card causes a Monster anywhere on the board except the Forest to wander into the Swordsman ring, staying in the same arc.

**Specials** Use these cards to affect play in unique and various ways, as indicated below.

**Invoke Obscure Rules** Play this card at any time to randomly draw a Monster (not a Curse) from the discard pile. Add that Monster to your Trophy pile. You do not get the Treasure this Monster was carrying with him. It's safe to assume that it has long since been looted.

**Convenient Addition Error** Place this card at any time under 1 of your Trophies to add 1 to your Trophy point count.

**Wishing Ring** Play this card at any time to cancel any Curse. The Curse could be 1 drawn from the Monster bag or 1 played on you by another player.

**Loaded Die** Use this card to decide which arc to place a Monster in, instead of rolling the die. This applies to Monsters only, not Curse tokens (such as the Huge Rock and Rolling the die to determine which arc the Monsters will move in).

**Hoard!** Play this card at any time to draw 2 Treasure cards from the top of the deck. Add those 2 cards to your hand. They are immediately available for play according to their usual rules.

**Swiss Army Polearm** Play this card at any time to draw 1 Castle card from the top of the deck. Add it to your hand. It is immediately available for play according to its usual rules.

**Really Impressive Title** Play this card during your Discard and Draw phase to discard as many Castle cards as you choose, instead of the usual 1. Then draw up to a full hand of Castle cards.



# TOKENS

**Monster Tokens** On Phase 6, Place Monsters, you will draw Monster and Curse tokens from the Monster Bag. The numbers on the corners of the Monster tokens indicate the health points of each Monster. When you place a Monster in the Forest, the highest number is pointed toward the Castle.

The gold dots on the Monster tokens are the number of Treasure cards the Monster is worth when he/she is slain. These can be used for negotiation when you help someone or someone helps you slay a Monster. If a Monster dies on a Wall or Tower, no Treasure is awarded for the Monster.

**Curse Tokens** In addition to Monsters, you'll draw Curses out of the Monster Bag. If you draw a Curse while you are drawing Monsters to place in the Forest, resolve the Curse and keep drawing until you have the correct number of Monsters in the Forest. The Curses are:

- **All Monsters move clockwise.** Each Monster on the board moves 1 arc clockwise, staying in the same ring. Monsters in the Castle ring also move clockwise. If they hit a Tower, they take a point of damage and destroy the Tower. (If more than 1 Monster hits a Tower, players choose which Monster takes the damage and they all move into the space where the Tower stood.) If Flask of Glue was played on a Monster, that Monster doesn't move. No Monsters move if Sleep Potion has been played.
- **Huge Rock.** After you draw the Huge Rock, roll the die to determine which arc the rock rolls down. If there are Monsters in that arc, they are squished flat by the rock and those Monsters are discarded. The Huge Rock doesn't stop until it hits and destroys a Wall or Tower. The rock could roll through 1 arc and into the opposite arc to hit a Tower or Wall. If all Walls and Towers are missing in both arcs, the rock rolls across both arcs, squishing all Monsters in both arcs.
- **Lose help on your next turn.** The player who draws this token keeps it in front of him/her until his/her next Play Cards phase. That player may not negotiate help on his/her turn. Instead, that player may discard the Curse and continue with claiming any Trophies and drawing any Treasure cards.
- **Monsters in Blue move 1 space.** All Monsters in a blue arc move 1 space forward. Monsters in a blue Castle ring space rotate 1 space clockwise, possibly hitting a Tower. See also **All Monsters move clockwise.**
- **Monsters in Green move 1 space.** All Monsters in a green arc move 1 space forward. Monsters in a green Castle ring space rotate 1 space clockwise, possibly hitting a Tower. See also **All Monsters move clockwise.**
- **Monsters in Red move 1 space.** All Monsters in a red arc move 1 space forward. Monsters in a red Castle ring space rotate 1 space clockwise, possibly hitting a Tower. See also **All Monsters move clockwise.**
- **Place 1 more Monster.** Instead of placing the usual number of Monsters, you'll place 1 more Monster when you draw this Curse token.
- **Roll the die.** All Monsters in the corresponding arc move 1 space. Every Monster in the arc rolled moves 1 space forward or 1 space clockwise (if in the Castle ring). See **All Monsters move clockwise.**

- The chart below shows how many health points and Treasure cards each Monster is worth. \*The Gazebo cannot be hit or slain with help. You must face the Gazebo alone. \*\*These Monsters are also nemeses in the *More Munchkin Mini-Expansion* (p. 9).

Monster	Health Points	Treasure Cards
3,872 Orcs**	1	1
Drooling Slime	1	1
Lame Goblin	1	1
Maul Rat	1	1
Potted Plant	1	1
Floating Nose	2	1
Flying Frogs	2	1
Harpies**	2	1
Large Angry Chicken	2	1
Mr. Bones	2	1
Pit Bull	2	1
Undead Horse	2	1
Bigfoot**	3	1
Bullrog	3	1
Face Sucker**	3	1
Gazebo*	3	1
Gelatinous Octahedron	3	1
Insurance Salesman	3	1
King Tut	3	1
Lawyers**	3	1
Leperchaun	3	2
Platycore	3	1
Pukachu	3	1
Shrieking Geek**	3	1
Wannabe Vampire**	3	1
Hippogriff	4	2
Net Troll	4	2
Squidzilla	4	2
Unspeakably Awful Indescribable Horror	4	2
Wight Brothers	4	2
Plutonium Dragon	5	3



## GAME VARIATIONS

**More Munchkin Mini-Expansion** If you want a deeper sense of *Munchkin* and more bite in your gameplay, try the *More Munchkin Mini-Expansion* included in this game. In the packet, you'll find Character cards and new Castle and Treasure cards with a circle M (M) icon to indicate they are part of the expansion. The biggest change with this variation is the objective. The new objective and the components of the mini-expansion are as follows.



**Objective** Your new objective is simply to be the player with the most Trophy points at the end of the game. You no longer need 1 Tower standing to have a winner. If you find you have the most points, you may want to help destroy the Castle, but if you are behind in points, you may want to defend the Castle so you have time to get more Trophies. The game ends when either all the Towers are destroyed or all the Monsters are dead.

**Character Cards** Starting with the youngest player and progressing clockwise, pick a Character at the beginning of the game. You will have that Character's special ability and nemesis throughout the game. Each Character's special ability and nemesis is as follows:



- **Cleric** When you draw up, you may draw 3 from the bottom of the Castle discard pile. You may keep 1 or none and return the rest to the top of the discard pile. Continue drawing up from the Castle draw pile. During your Play Cards phase, you can discard Wannabe Vampire just by going "booga booga," and take his Treasure (wait until Phase 4 to add it to your hand).
- **Dwarf** Add 1 Castle card to your hand size, including your starting hand. Must use 3 Hit cards to slay 3,872 Orcs.
- **Elf** When you successfully help someone slay a Monster, draw an extra Treasure card from the deck. Cannot slay Face Sucker, but can hit it.
- **Halfling** At the end of the game, each Treasure card in your hand is worth 1 point. Get no Treasure when you slay or help slay Bigfoot.
- **Thief** When drawing up on your Discard and Draw phase, you may pick 1 person, look at his/her hand, and choose 1 Castle card to take. Cannot slay Lawyers (professional courtesy), but can hit them.
- **Warrior** On your Play Cards phase, use up to 2 Weapons with each Hit card. Cannot slay the Shrieking Geek without help.
- **Wizard** Once per turn during your Play Cards phase, you may roll the die to move any 1 Monster on the board to another location on the board (successful on 4–6). Cannot use Specials on Harpies.

Note: The Monster tokens that are the Character's nemeses have a black border around them.

**Castle Card** The Castle card in the expansion is a Special called *Illusion*.

- **Illusion** Shuffle it into the Castle deck. Use it to discard 1 Monster in the Swordsman, Knight, or Archer ring and replace it with another Monster on the board. The discarded Monster cannot be in the Forest or Castle ring, but the Monster that replaces the discarded Monster can come from the Forest or Castle ring. If there is only 1 Monster on the board, you cannot use this card.



**Treasure Cards** The mini-expansion includes 7 new Treasure cards: 2 Weapons and 5 Monster Enhancers. Shuffle them into the Treasure deck and use them as follows.

- **Weapons** The new Weapons are Chainsaw of Bloody Dismemberment and Dagger of Treachery.
  - **Chainsaw of Bloody Dismemberment** Use this card with a Hit card to damage a Monster in the Swordsman, Knight, or Archer ring for 3 additional points.
  - **Dagger of Treachery** Use this card with a Swordsman or Hero card to damage a Monster in the Swordsman ring for 3 additional points.



- **Monster Enhancers** Use these cards to help a Monster under attack by another player—and get some Treasure for your treachery! Rotate the Monster token down to track the attack and then up to show the increase in health due to the Enhancer. If the Monster's health is increased beyond its maximum health points, stack pennies or some other object on the Monster to show the increase in health points.



You may play these cards while a player is attacking a Monster or immediately after. If the player gets the Trophy back to his/her stack of Trophies, you've missed your chance to boost the Monster. The Monster Enhancers are as follows:

- **Baby Monster Enhancer** Add 1 point of health to a Monster under attack. Draw 1 Treasure card.
- **Intelligent Monster Enhancer** Add 2 points of health to a Monster under attack. Draw 1 Treasure card.
- **Enraged Monster Enhancer** Add 3 points of health to a Monster under attack. If you then defeat the Monster in the same turn, keep the Trophy and the Treasure.
- **Ancient Monster Enhancer** Rotate a Monster under attack to its last point of health. That Monster cannot be slain this turn. Draw 1 Treasure card.
- **Humongous Monster Enhancer** Return all Monsters on the board to full health. If a Monster has been enhanced beyond its starting health, that Monster's full health includes the points added by the enhancer. For every Monster you restore, draw a Treasure card. (This is the only Monster Enhancer that is not played on a Monster under attack. It can be played at any time.)

**Less Munchkin** If the Standard way of playing the game has too much *Munchkin* in it for you, remove the Curse cards from the Castle deck. If that's *still* too much *Munchkin*, trade 1 card with 1 other player on your Play Cards phase instead of negotiating for help.



**More Panic** If the game is too easy for you, try any of these options:

- reduce your hand size
- start without a Treasure card
- play without Walls
- do not reshuffle the Treasure deck
- add in the Monster Enhancers from the *More Munchkin Mini-Expansion*

**Less Panic** If the game is too hard for you, try any of these options:

- allow yourselves to play more than 1 Weapon card with a Hit card
- permit more than 1 negotiation per turn
- increase your hand size by 1
- start with 2 Treasure cards
- place 2 Monsters (instead of 3) on Phase 6
- add in the Weapons and Castle card from the *More Munchkin Mini-Expansion*
- play with the Character cards from the *More Munchkin Mini-Expansion*

**Solitaire Play** For solo play, remove the following components from the game:

- all Curse cards in the Castle deck
- Lose Help Curse from the Monster tokens
- Help Me Out Here! (Special) from the Castle deck
- Sandals of Protection (Weapon) from the Treasure deck

Also make the following modifications to gameplay:

- Change the Phase 1 Castle card limit to 6.
- Change the Phase 2 Treasure card limit to 4.
- There are no negotiated deals (as there are no other players).

## SAMPLE TURN FOR STANDARD VERSION

Joan is playing in a 4-player game, so she has a starting hand size of 5 Castle cards and 1 Treasure card. The game has gone a few rounds and now she is beginning another turn with 3 Castle cards and 4 Treasure cards. Let's say her Castle cards consist of a Blue Knight, a Red Swordsman, and the Flask of Glue and that her Treasure cards are Shield of Ubiquity, Boots of Butt-Kicking, Spiky Knees, and Cotion of Pofusion. On the board, the Gazebo is in a Blue Knight space, the Net Troll is in a Red Archer space, the Large Angry Chicken is in a Green Swordsman space, and the Shrieking Geek is in a Blue Archer space.



### Phase 1: Discard 1 (opt.) AND THEN Draw Up

Joan decides not to discard a Castle card because all 3 are useful to her. (If she had discarded a card, it would have been 1 Castle card.) Because her hand size this game is 5 Castle cards, she draws 2 more Castle cards from the deck. Let's say the cards are an Any Color Swordsman and a Blue Archer.



### Phase 2: Give Charity

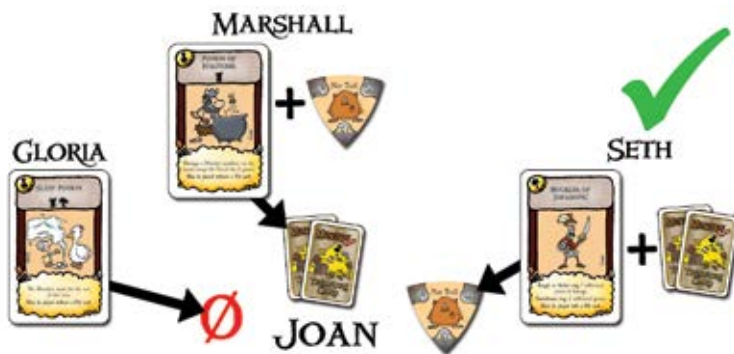
Joan has 4 Treasure cards, but her limit at this phase is 3. She has to give the excess (in this case, 1 card) to the player with the fewest points in Trophies. Let's say Joan has King Tut (a 3-point Monster) and 3,872 Orcs (a 1-point Monster), which total 4 points. Gloria has 5 points and both Marshall and Seth have 2 points. Joan gets to choose whether to give her extra Treasure card to Marshall or Seth. Marshall cursed her last turn with the Duck of Doom, so she decides to give the card to Seth. The Treasure card she gives him is the Shield of Ubiquity because it is only helpful to hit Monsters in the Knight ring and she is planning to slay the Monster in the Knight ring with other cards.

### Phase 3: Play Cards, Negotiate, and Get Trophies

Joan plays her Blue Knight with the Boots of Butt-Kicking to slay the Gazebo. She immediately adds the Gazebo to her Trophy collection and places 1 Treasure card facedown under the Gazebo. (The Gazebo is worth 1 Treasure card when slain.) She uses the Any Color Swordsman with the Spiky Knees to slay the Large Angry Chicken in the Green Swordsman space. Then she hits the Shrieking Geek with her Blue Archer for 1 point of damage, rotating him down to 2 points of health.



Finally, she asks if anyone would be able to help her slay the Net Troll if she were able to drag it into a Red Swordsman space and hit it for another point. Gloria says no but that she can play the Sleep Potion, which keeps all Monsters from moving the rest of the turn. Marshall says yes, with the Potion of Halitosis, which he is willing to do if he gets the Monster to add to his Trophies and she gets the Treasure. Seth says he can help slay the Monster with the Buckler of Swashing, and she can have the Trophy if he can have the Treasure.



Joan takes Seth up on his deal and then plays Cotion of Pofusion to move the Net Troll into the Red Swordsman space and plays the Red Swordsman to hit him for a point of damage. Seth follows up with the Buckler of Swashing. Joan gets the Trophy, and Seth gets 2 Treasure cards dealt to him facedown. With just the Flask of Glue left in her hand, Joan ends her Play Cards phase.

### Phase 4: Add Treasure to Hand

Joan now adds the 2 Treasure cards she earned during her Play Cards phase, as does Seth. Joan sees that 1 of her new Treasure cards is the Swiss Army Polearm, which she can play at any time and which allows her to add 1 Castle card to her hand. So she plays the Swiss Army Polearm and adds a Castle Card to her hand. It's a Blue Archer. Even though there is a Monster in a Blue Archer space, she cannot play her Blue Archer because Hit cards cannot be played at any time. They must be played during the Play Cards phase.

### Phase 5: Move Monsters

All Monsters on the board move forward 1 space. In this case, just the Shrieking Geek moves, from a Blue Archer space to a Blue Knight space.

### Phase 6: Place Monsters

Joan must now place Monsters in the Forest ring. She places 3 because she is in a 4-player game. The first token she draws is the Undead Horse. She rolls the die, which comes up 3, and places the Undead Horse in arc 3 of the Forest. The second token she draws is a Curse. The Curse says that Monsters in Blue move 1 space, so the Shrieking Geek moves from the Blue Knight space to the Blue Swordsman space of the same arc. Then she draws another Curse. It says that she loses help on her next turn. Next she draws the Bullrog and places that Monster with a die roll, and finally she draws and places the Pukachu. Joan ends her turn, and the player to her left begins the order of play at Phase 1.





AS SEEN ON



### Castle Panic

- Cooperative tower defense boardgame
- Play cards to defend the castle from monsters
- Easy to learn, nail-biting to play



### The Wizard's Tower

- First expansion to the hit co-op Castle Panic
- New monsters and magical powers
- Includes a monster bag for drawing tokens!



### Dead Panic

- Semi-cooperative zombie survival boardgame
- Play cards to fight the undead and call for rescue
- Tense, cinematic adventure worth retelling
- Die in the game and return as a zombie!



### Bears!

- Real-time dice-pairing game
- Balance risk and reward
- Fast, frantic fun

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