

MUNCHKIN[®] LOOT LETTER[™]



KOVACIC

RULES

MUNCHKIN[®] LOOT LETTER[™]

Steal the treasure and backstab your friends – without all of the silly card-playing stuff. Well, without some of it. OK, without all but 16 cards of it, at least.

And better still, without all of that smooching and kissy stuff of that *other* game...



OBJECT

There's a dungeon and it has a big pile of loot in it – a veritable hoard. And you want it. Just admit it to yourself. You wanted the princess, but this is different. You really **NEED** that treasure.

You need to have that loot at the end of the game or you need to be the person that killed the most powerful monster while trying to get it. Either that, or you need to make sure that everyone else who was after it is plant food.



COMPONENTS

Your game of *Loot Letter* should include the following. If it does not, contact customerservice@alderac.com for assistance.

- 16 game cards
- 4 reference cards
- 13 “I won the last round, in your FACE!” loot tokens

GAME CARDS

The game has 16 cards. Each different card name represents a monster or piece of equipment that you can use to achieve your objective.

Each card has a value in the upper left corner – the higher the number, the bigger the portion of the treasure that card brings with it. Below that are pips that show how many of that card are in the deck.

At the bottom of each card, a text box describes the effect when the card is discarded.

REFERENCE CARDS

These list the various cards in the game, as well as their effects and how many copies are in the deck. They are not used in the game, but are provided as a memory aid.



LOOT TOKENS

Tokens are also included. These are used to track who has the most loot.

SETUP

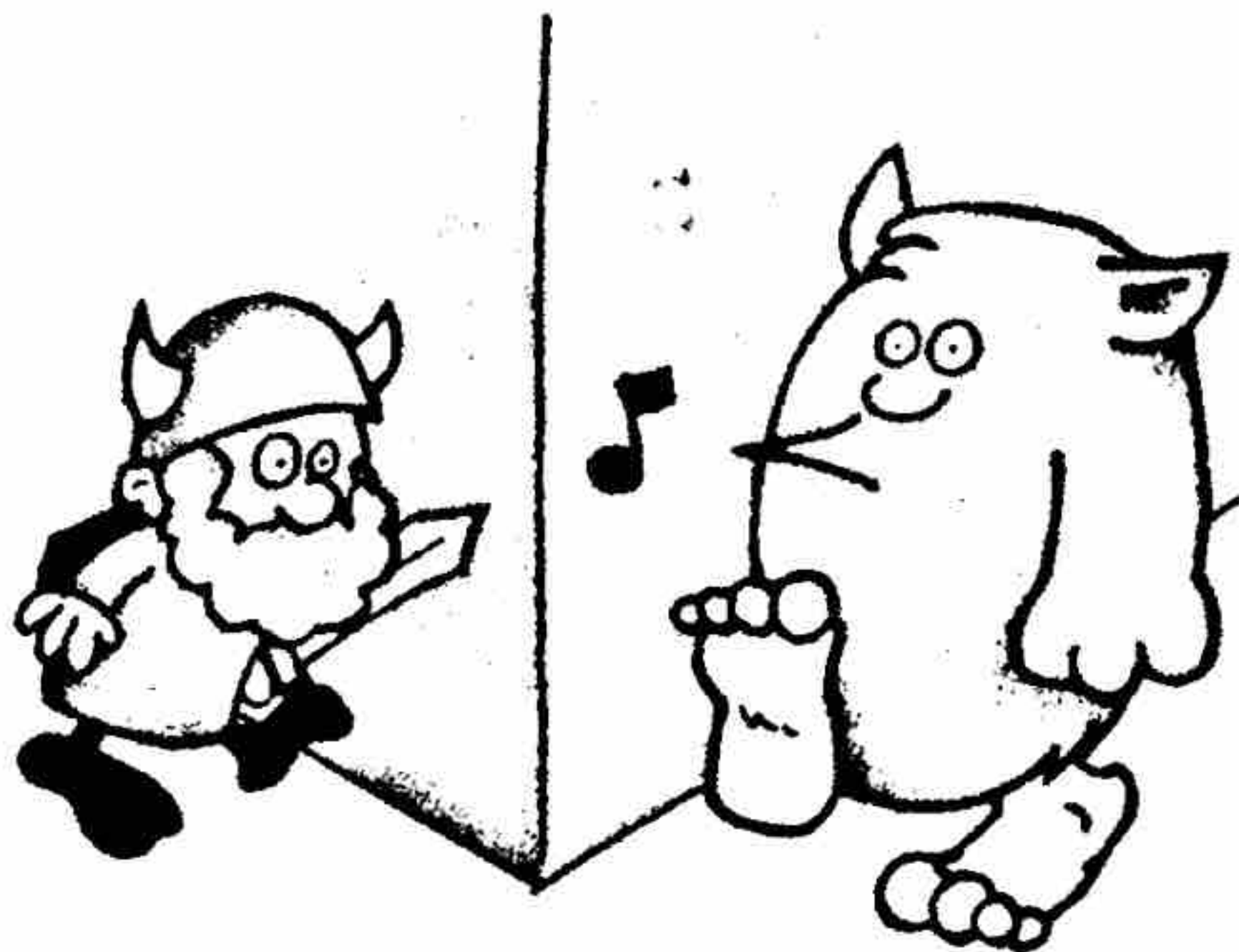
Shuffle the 16 cards to form a face-down draw deck. Remove the top card of the deck from the game without looking at it.

If you are playing a two-player game, take three more cards from the top of the deck and place them to the side, face up. They will not be used during this round.



Each player draws one card from the deck. This is the player's hand, and is kept secret from the others.

Whoever most recently encountered a wandering monster in the wilderness goes first (in the event of tie, the youngest player goes first).



HOW TO PLAY

Loot Letter is played in a series of rounds. Each round represents one dungeon crawl. At the end of each round, one player either got the loot or was in possession of the most valuable part of it, or was the only one left alive after all of the other players had one too many "chance" encounters with dread monsters.



When one bold soul has collected enough of the loot, the kingdom acclaims him or her as its new lord or lady, shuts down all of the

adventuring guilds, bans all such ruffians from the kingdom, and settles down to enjoy the spoils of the ill-gotten gain. That player wins!

TAKING A TURN

On your turn, draw the top card from the deck and add it to your hand. Then choose one of the two cards in your hand and discard it face up in front of you. Apply any effect on the card you discarded. You must apply its effect, even if it is bad for you.

See page 14 for the effects of each individual card. Likewise, if you have any questions about special cases regarding the card, you'll find the answer there.

All discarded cards remain in front of the player who discarded them. Overlap the cards so that it's clear in which order they were discarded. This helps players to figure out which cards other players might be holding.

Once you finish applying the card's effect, the turn passes to the player on your left.

OUT OF THE ROUND

If a player is knocked out of the round, that player discards the card in his or her hand face up (do not apply the card's effect) and takes no more turns until next round.

HONESTY

A player could cheat when chosen with the Potted Plant, or fail to discard the Turbonium Dragon when that player has the Dread Gazebo or Net Troll in hand. We say, "Really? There's enough chance to double-cross everyone else without stooping that low. Don't play a fun game with cheaters!"

END OF A ROUND

A round ends if the deck is empty at the end of a turn. The dungeon has been cleared of monsters without anyone escaping with the loot in total, but the person who is in possession of the highest value

card in his or her hand has escaped with the biggest share.

All players still in the round reveal their hands. The player with the highest ranked card wins the round. In case of a tie, the player who discarded the highest total value of cards wins.

A round ends if all players but one are out of the round, in which case the remaining player wins.

The winner receives a loot token. Shuffle all 16 cards together, and play a new round following all of the setup rules.

The winner of the previous round goes first, because they are the best.

WINNING

A player wins the game after winning a number of loot tokens based on the number of players:

- 2 Players 7 loot tokens
- 3 Players 5 loot tokens
- 4 Players 4 loot tokens



THE CARDS

Here are brief profiles of the cards in the game.

8: LOOT!

It's a big pile of gold, big. H-U-G-E. If you end the game with this, you just hit the jackpot.

If you discard the Loot! – no matter how or why, even to the Net Troll – you just threw away the payday. . . for everyone. You are knocked out of the round and are to be treated with scorn and derision until the next round starts.



7: TURBONIUM DRAGON

If you don't get the loot, then you know for sure that the next biggest chunk o' change is going to be found with the Turbonium Dragon. But dragons are not known for sharing, especially radioactive ones. If the Turbonium Dragon ever sees the Dread Gazebo or the Net Troll, it takes its treasure and leaves.

Unlike other cards, which take effect when discarded, the text on the Turbonium Dragon applies while it is in your hand. In fact, it has no effect when you discard it.

If you ever have the Turbonium Dragon and either the Dread Gazebo or Net Troll in your hand, you must discard the Turbonium Dragon. You do not have to reveal the other card in your hand. Of course, you can also discard the Turbonium Dragon even if you do not have one of the two named cards in your hand. Dragons like to play mind games that way. . .



6. DREAD GAZEBO

While it may hoard a great deal of loot, it is often considered bad form to try to shoot the Gazebo, unless you want to awaken it.

When you discard Dread Gazebo, trade the card in your hand with the card held by another player of your choice. You cannot trade with a player who is out of the round, or with someone protected by the Wishing Ring. If all other players still in the round are protected by the Wishing Ring, this card does nothing.



5. NET TROLL

Despite years of tormenting adventurers, the Net Troll still has no special powers. Not even one.

And yes, he is still really mad about it.

When you discard Net Troll, choose one player still in the round (including yourself). That player discards his or her hand (do not apply its effect) and draws a new card. If the deck is empty, that player draws the card that was removed at the start of the round.

If all players other than the player whose turn it is are protected by the Wishing Ring, the player must choose himself or herself if possible.

4. WISHING RING

Nothing says, "Don't mess with me" quite like the Wishing Ring. It is your ultimate. "I don't want to play with you" card, allowing you to wish away any problems and grab the loot while no one is looking.

When you discard the Wishing Ring, you are immune to the effects of other players' cards until the start of your next turn.



3. DUCK OF DOOM

*Exactly how long is it going to take for you people to finally, truly, completely understand that you should **NOT** pick up a duck in a dungeon?*

When discarded, choose one other player still in the round. You and that player secretly compare your hands. The player with the lower rank is knocked out of the round. In case of a tie, nothing happens.



If all other players still in the round are protected by the Wishing Ring, this card does nothing.

2. MAUL RAT

This chattering creature from hell is really annoying to hear. Luckily you won't have to listen long once she smacks you with her hammer.

When you discard the Maul Rat, you can look at one other player's hand. Do not reveal the hand to any other players (this includes, but is not limited to, snickering, raising eyebrows in a knowing way, or providing a thinly veiled series of clues).



L POTTED PLANT

Seen in almost every dungeon, the Potted Plant seems an easy rival, until you stub your toe on it, which becomes infected, spreads to the body, and becomes septic. Then you DIE!

When you discard the Potted Plant, choose a player and name a card (other than Potted Plant). If that player has that card, that player is knocked out of the round.

If all other players still in the round are protected by the Wishing Ring, this card does nothing.



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