

More *Munchkin!*

Munchkin comes in lots of flavors! You can get classic fantasy, sci-fi, silly horror, superheroes, pirates, cowboys, kung-fu, spies . . . and they're all compatible!

Visit us at www.worldofmunchkin.com for errata, updates, Q&A, and much more. To discuss *Munchkin* with our staff and your fellow munchkins, visit our forums at forums.sjgames.com. Check out www.worldofmunchkin.com/resources.html for reference cards, play mats, and dozens of links.

Our PDF store has free *Munchkin* accessories and rules (including *Epic Munchkin* and the *Munchkin* Tournament Rules)! Go to e23.sjgames.com and browse for *Munchkin*.

Twitter. Our Twitter feed often has *Munchkin* news (or bonus rules!): twitter.com/SJGames.

Facebook. We have pages for *Munchkin* (tinyurl.com/munchkinonfb) and for Steve Jackson Games (tinyurl.com/sjgamesfb).

The URL for this *Munchkin* game is www.worldofmunchkin.com/munchkinomicon.



Game Design by Steve Jackson Illustrated by John Kovalic

Chief Operating Officer: Philip Reed

***Munchkin* Czar:** Andrew Hackard

Production Artist: Gabby Ruenes

Prepress Checking and

Diabological Databasing: Monica Stephens

Print Buyer: Philip Reed

Marketing Director: Paul Chapman

Director of Sales: Ross Jepson

Playtesters: Curtis Brayfield,

Merinda Brayfield, Paul Chapman, Eric Dow,

Jonathan Grabert, Richard Kerr,

Matthew Krous, Devin Lewis, Fade Manley,

Ryan McEathron, Kristopher Peterson,

Randy Scheunemann, James Vicari,

and Loren Wiseman.

Munchkin, *Munchkin Cthulhu*, *Munchkinomicon*, Warehouse 23, e23, 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. *Munchkinomicon* copyright © 2011 by Steve Jackson Games Incorporated. All rights reserved.

Rules version 1.0 (February 2011).

www.worldofmunchkin.com

MUNCHKINOMICON™

"Jareth, hurry . . . the dragon's getting clooooooser . . ."

"Calm down. I've got a spell for just this situation."

Jareth pulled the *Munchkinomicon* out of his pack and carefully riffled the pages. As he found the spell he wanted and opened the book wide in triumph, the cover sneezed viciously – and viscously – and the *Munchkinomicon* flew out of Jareth's hands, sliding on a trail of mucus down the hallway.

"Jareth, you bumbling elf! You'd better go!"

Jareth only had time for a single step before the *Munchkinomicon* began to shout.

"Yoo hoo!

Mr. Draaaaagon!

I know where

you can find

some nice juicy adventurers . . ."



STEVE JACKSON GAMES

This deck contains one Item card – the *Munchkinomicon* itself – and 14 cards which represent the spells of the *Munchkinomicon*. Spell cards have a special back, and make up their own deck. Keep their discards separate. If they are used up, shuffle again.

The *Munchkinomicon* card has two "faces." One side looks like a normal Treasure; the other side has a summary of these rules, so you don't have to keep them out all the time. The *Munchkinomicon* starts on top of the Treasure deck, so the first person to get a Treasure will get it. You must play and equip the *Munchkinomicon* as soon as you get it. You may not keep it in your hand, or put it out but not use it.

The *Munchkinomicon* is evil and munchkinly, and will transfer its loyalty at the drop of a tentacle. If it is in play, it will immediately move to anyone who

- Dies. (It impresses the *Munchkinomicon* when you die and immediately come back.) If two people revive at the same time, roll the die; high roller gets the book.
- Plays a Curse, Trap, or Madness card that actually affects another player.
- Sacrifices a level. You may do this at any time, even in combat, to lure the *Munchkinomicon* to you.



- Sacrifices three cards. You may do this at any time, even in combat, to lure the *Munchkinomicon* to you.

Using the *Munchkinomicon*

The *Munchkinomicon* gives its owner Spells, which are always drawn face down. Spells in your hand *do* count against your maximum hand size and may be given as Charity. Spells are not Items; no card or ability that affects Items will affect Spells.

As soon as you draw the *Munchkinomicon*, or lure it away from another player, it will whisper a spell to you. Draw one Spell card from the *Munchkinomicon* deck. You may use that Spell immediately or keep it in your hand for later mayhem.

If you have the *Munchkinomicon* at the beginning of your turn, draw a Spell.

If you get the *Munchkinomicon* in a trade, do *not* draw a Spell.

The *Munchkinomicon* also has a +5 combat bonus. This is automatic; you don't have to do anything to earn it. This bonus may be raised by Item Enhancers or lowered by Curses or Traps. The new value remains in effect even if the *Munchkinomicon* moves to another player, but is lost if it goes back to the Treasure deck.

Ditching the *Munchkinomicon*

You may trade the *Munchkinomicon* to another player like any other item. You may also use its Gold Piece value to help you buy a level.

If you sell the *Munchkinomicon*, or are forced to discard it by a Curse, Trap, or Bad Stuff, it goes back on top of the Treasure deck. You may not redraw the *Munchkinomicon* on the same turn that you sell or discard it. (If you need to draw from the Treasure deck, set the *Munchkinomicon* card aside, draw your Treasures, then put it back on top of the deck.)

The *Munchkinomicon* in *Munchkin Cthulhu*

The *Munchkin Cthulhu* Madness card **Bibliophobia** does not keep you from owning the *Munchkinomicon*. The *Munchkinomicon* tells you that everything is all right, and you believe it.

In addition to regular Item Enhancers, you may play any +3 Monster Enhancer on the *Munchkinomicon*, as though it were a Cultist, and that bonus will stay with the *Munchkinomicon* unless it returns to the Treasure deck.

