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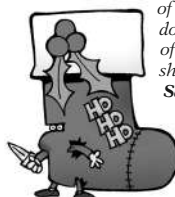
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# MUNCHKIN<sup>™</sup>

## WAITING FOR SANTA<sup>™</sup>

*This expansion can be used with just the  
**Munchkin** core set, or with as many expansions  
as you like. However, the more cards you  
use, the more you dilute the special interactions  
in this set (especially the Santa monsters). If  
you want to improve your chances of seeing the  
special cards from this expansion, you can leave  
them out of each deck while you shuffle the rest*



*of the cards. When you are  
done, take the top inch or so  
of cards from the Door deck,  
shuffle the **Waiting For  
Santa** Door cards into that  
stack, and replace it on  
top of the Door deck.  
Do the same with the  
Treasure cards.*

**STEVE JACKSON GAMES**

It's the holiday season, when all the nice munchkins dream of shiny new stabby/bashy/shooty things, and all the naughty munchkins dream of using their shiny new stabby/bashy/shooty things on the all the nice munchkins. One thing they have in common, though, is that they're all waiting for Santa – so they can stab/bash/shoot him and take his stuff. Too bad Santa fights dirty . . .

#### **Santa, Santa Everywhere**

All the monsters in this set are “Santa” monsters. Whenever a Santa monster is in a combat, any player may play another Santa monster to help it without using a **Wandering Monster** card.

If you own *Unnatural Axe*, then Santa from that set is also a Santa monster (duh). You can pull Santa out of your *Unnatural Axe* set and add him to this one if you want (we think you should), whether or not you use the rest of *Unnatural Axe*.

#### **Naughty and Nice**

These two Door cards work like Classes or Races. You may play them at any time, and

you may discard them as soon as they prove too inconvenient. However, cards that affect Classes or Races do not affect Naughty and Nice. Otherwise, follow the rules on the card. Yes, you *can* be Naughty and Nice at the same time – you're a munchkin, after all!

