



NEW CARD TYPE – MADNESS

This set contains five cards of a new type: Madness! A Madness card is played like a Curse – if you draw it face up, you acquire it. If you draw it face down, you can give it to another player at any time.

Any card or power that affects a Curse will also affect a Madness. The reverse is NOT true . . . cards and powers that specifically affect Madness do not affect Curses. And note that even though we were insane, and called one of the Cultist powers “Madness,” that power is not affected by cards that can remove Madness cards from players.

Madnesses are, on the whole, bad to have, but every one has an advantage, too.

A **Wishing Ring** can be used to get rid of any Madness (again, just like a Curse). A **Sudden Head Blow** will get rid of ALL Madness cards its victim has, in addition to the effects printed on the card.

If you die, you keep your Madnesses. Your new character will be just as crazy as the old one.



ITEM ENHANCERS

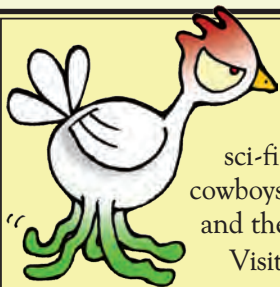
Some cards are Item Enhancers. These must be played on an Item you already have in play; they cannot be played by themselves. They add to the combat bonus of the Item or give the Item new abilities. You cannot move an Item Enhancer to a new Item once you have played it.

CROSSOVERS

- **Steeds** – The **Green Reaper** card counts as a Steed, if you have a *Munchkin* supplement with Steed rules. If you are using *Munchkin Impossible*, it's a Vehicle, of course. Otherwise, just follow the instructions on the card.

- **Thief class** – When a Thief gets **Madness: Kleptomania**, it does not change his powers, because the **Kleptomania** game mechanic (NOT coincidentally) is the same as the Thief mechanic. It just means that the Thief must try to steal at least one item whenever it is his turn. He may still try thefts at other times if he wants to.

- **Cowboy class** – What? Cowboys? There's no such class as Cowboy. Well, not here. But if you add *The Good, the Bad, and the Munchkin*, you can drop the **Squidskin Boots** into that game if you want to . . . la Cthulhu, pardner!



More Munchkin!

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

Visit 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.

All the *Munchkin* games should be available at your local game or comic store – find it using our Store Finder, gamerfinder.sjgames.com – but if you don't have


a local store, we'll be happy to sell them directly to you at www.warehouse23.com.

Browse our PDF store, e23.sjgames.com, for free *Munchkin* accessories and rules (including *Epic Munchkin* and the *Munchkin Tournament Rules*)!

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

Facebook. Connect with other fans on our pages for *Munchkin* (www.facebook.com/sjgames.munchkin) and Steve Jackson Games (www.facebook.com/sjgames).

For more information about this *Munchkin* game, go to www.worldofmunchkin.com/callofcowthulhu.

The icon for this set is 

GAME DESIGN BY STEVE JACKSON ● ILLUSTRATED BY JOHN KOVALIC

Munchkin Czar: Andrew Hackard ● *Munchkin* Hireling: Devin Lewis

Chief Operating Officer: Philip Reed ● Production Manager: Samuel Mitschke

Production Artist: Alex Fernandez ● Down-Home Quark Magic: Monica Stephens ● Prepress Checker: Devin Lewis

Marketing Director: Leonard Balsera ● Director of Sales: Ross Jepson

Playtesters: Jimmie Bragdon, Richard Dodson, Andrew Hackard, Jan Hendriks, Freya Jackson, Richard Kerr, Birger Krämer, Randy Scheueneman, Will Schoonover, Nicholas Vacek, Thomas Weigel, and Erik Zane.

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