# Munchkin Quest™ 2
# Looking for Trouble™

Aaaaand . . . here we are, back in the dungeon! More rooms. More monsters. More STUFF, and more ways to pick up stuff. And more ways to get killed.

Best of all – just in case your games were running too short* – this set includes game pieces for two more players, so you can have a six-player dungeon crawl! Finding a big enough table can be your first quest . . .

The icon for this set is

## New Rules

### Male and Female Icons

The male and female symbols represent . . . wait for it . . . male and female Munchkins. A green male symbol means the room is good for males. A green female symbol means the room is good for females. Red, of course, mean the room is bad.

**Icons**

Male

Female

### Junky Passageways

This is a new kind of link. It is treated as a passageway, but its Move cost is 2.

**When a munchkin walks through the junk, he cannot help slowing down to look . . . Roll a die and take that many hundred gold. Search bonuses and penalties affect this roll. If you find 400 or more gold, flip the link. It's now an open passageway.**

Munchkins with Flight power may choose to treat a junky passageway as open and pay only 1 to move. In that case, they find no gold.

Monsters ignore the junk and pass through normally.

If any reference to passageways does not specify Open or Junky, it applies to all kinds of passageways.

**Link**

**Junky Passageway**

Movement Cost

* We know this is a terrible problem for most of you. We also believe in the Tooth Fairy.

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**STEVE JACKSON GAMES**

# Trap Cards

Traps are found in the Monster deck. Whenever a trap is drawn, it affects every munchkin in the room at that moment.

**Each Trap card has its own Dodge rule. Some can't be dodged at all. Others can be dodged with a successful die roll.**

If you fail to dodge a trap, it will affect you. The cards you possess may help you against some traps – for instance, if you have a Sword, you can cut yourself down from the **Noose Trap.**

If a trap doesn't affect you (because you were immune, because you had a good item, because you dodged, whatever), you may immediately draw a DxM card.

You may not use potions, scrolls, etc., to get away from traps unless they specifically mention traps. If a Curse is played after a Trap card comes up, the Trap is resolved first and then the Curse.

After the trap effects are resolved, the main player must then draw another Monster card (unless, of course, the trap killed the main player, ending the combat and his turn). It is possible to encounter a whole series of traps. But if you survive, you'll have a lot of DxMs . . .

## Wandering Traps

If someone plays a **Wandering Monster** card on you, and the next Monster card turns out to be a trap, you must try to dodge that trap immediately, before the monster fight continues. After the trap is resolved, you draw the next Monster card and add it to the battle, as usual.

If for any other reason you draw a Monster card for a room that you are not entering yourself, and it is a Trap, just discard it and draw again.

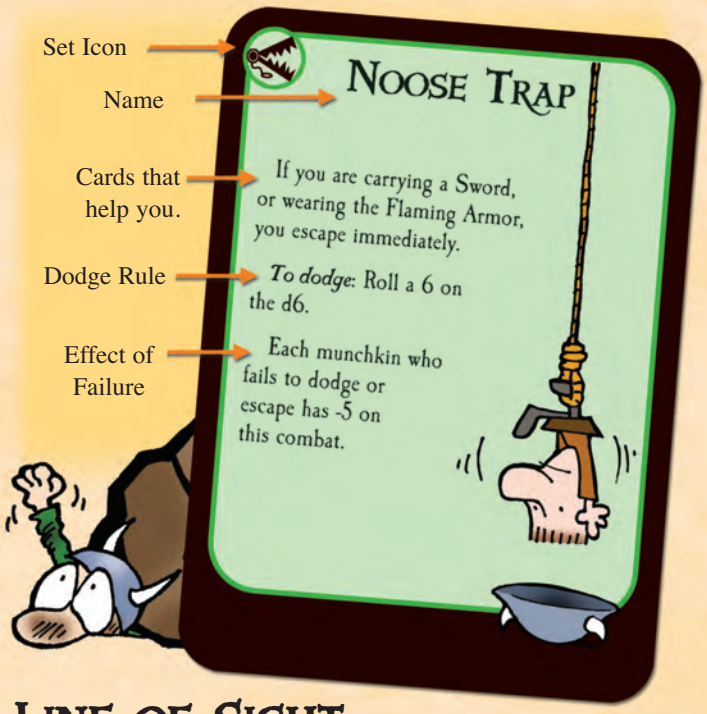
## Weird Case Rule

If you fail to dodge a trap, and its effect is a penalty in the following combat, but you are not IN that combat (merely hanging around the room), the trap has no effect in your own next combat. But you don't get a DxM.

## Die Roll Reminder

Remember that die-roll-modifying cards only affect the d6 unless they specify otherwise. So cards that give you a die-roll penalty don't let you weasel out of Traps. The **Leperchaun,** for instance, doesn't help you make your d10 rolls . . . to dodge Traps, or for any other reason.

### Trap Card




# Line of Sight

At least one card in this set mentions Line of Sight. We might mention it again sometime.

Line of Sight (LOS) between two rooms is a straight line measured from the center of one room to the center of the other. LOS is only blocked by doors and walls. It is not blocked by munchkins, monsters, dropped items, gold coins, or any other object in the rooms. It is also not blocked by the intervening rooms themselves, even if the room art makes you SURE that line of sight ought to be blocked. For instance, you can trace LOS through the Twisty Tunnel.

*Line of Sight Example: In the diagram at right, LOS cannot be traced from room 1 to room 2 (a door blocks the way). LOS can be traced from room 1 to room 3, room 2 to room 4, and room 3 to room 4.*

## Trap Example: Munchkin Babe Meets Too Many Traps

It's Munchkin Babe's turn. Igor plays **Oh, Dear, a Trap!** on her. It's the **Arrow Trap.**

Munchkin Babe rolls to dodge, fails, takes a hit.

Munchkin Babe draws her Monster card. It's the **Falling Rock Trap.**

Munchkin Babe rolls to dodge the rock, succeeds, gets a DxM.

Munchkin Babe draws another Monster card. It's a monster.

Galadrool plays **Wandering Monster.** That card says "Draw the top card from the Monster deck and add it to the combat."

It's the **Axe Trap.** Per the rules above, Munchkin Babe must now deal with THIS trap before she continues her fight.

Munchkin Babe fails her roll. She has no headgear, so ouchie. Another hit.

Munchkin Babe draws a replacement Monster card. Fortunately, it's not a trap.

Munchkin Babe fights her two monsters, wins, and takes her loot. But she picked up two hits from the Traps.

# Components

### 27 Links

Mix these with the links from the base game.

### 12 Health Tokens

Double-sided, red and black.

### 10 Move Tokens

Double-sided, red and green.

### 17 Gold Pieces

### Two Level Counters

Orange and Purple.

### 13 Monster Standies

Three Tiny, four Small, four more or less human-sized, and two Huge.

### Cards

100 cards, divided into three different decks.

Shuffle these with the appropriate decks from the base game.

### Six Search Result Tokens

Double-sided: Ransacked and Looted Out.

### Six Dropped Item Tokens

Three pairs.

### Nine Room Tiles

Mix these with the room tiles from the base game.

### Two Munchkins and Six Bases

Orange and Purple.

### Four Dice

Two for each new player color.

## Optional Rule: Faster Player Turns

In game sessions with more than four players, or games with players who are new to ***Munchkin Quest***, individual player turns run faster if all players start the game with two Move. Game setup and play is otherwise unchanged.

# Glossary Additions

*Words in **bold italic** are keywords.*

**Line of Sight (LOS)** – I could see you right now if it wasn't for that pesky door in the way. Would you please open it for me? See p. 2.

**Set Icon** – A symbol to show what expansion a card or room came from.

**To Dodge** – The hoops you have to jump through to escape a trap. See p. 2.

**Trap** – A nasty surprise hiding in some rooms. Dodge it if you can! See p. 2.

***Un-Big*** – A keyword found on item enhancers to de-bigify Big items, making once Big Items Non-Big. Got that?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