

MUNCHKIN CTHULHU™ CURSED DEMO™

Original Concept: Alex Yeager

Art: John Kovalic • Cards: Paul Chapman, Steve Jackson, Philip Reed, and Will Schoonover

Demo Development: Paul Chapman • Production: Alex Fernandez

The best way to get new people to play a game is to demonstrate it. Right? Right.

But demonstrations take too long, and players can mess you up by doing the unexpected.

So . . . the *Munchkin Cthulhu Cursed Demo!* This set lets you quickly stack the decks and teach one or two new players the basics of *Munchkin* in just minutes.

Note that all the *Cursed Demo* cards have a special back, so you won't get them mixed up with your REAL cards. The *Cursed Demo* fronts are taken straight from the *Munchkin Cthulhu* set . . . with a special icon on the bottom. See the number in the icon? That's there to let you stack the decks quickly. Start by sorting the *Cursed Demo* cards by back type, then flip them over and use the numbered icons to stack them. If you do it right, the top Treasure will be the Two-Handed Flashlight, and the top Door will be In A Million-Year Sleep.

Along with the demonstration cards, this set includes five different kinds of promo cards. Keep some for your own games, and spread the rest around!

THE PLAY

The *Cursed Demo* is a two-player game. If you are demonstrating to a single player, you will deal to yourself, and you will be the "Cultist Player." If you are demonstrating to two players, you will deal but not play.

Our suggestions for your lines are in italics. After you get to know the demo, your ad-libs will be better than our script. Announcing the card names in a dramatic voice is good! Bonus points for funny monster voices and dying screams! And have fun! The more you enjoy teaching the game, the more they'll want to play a real game.

SETUP

- 1) Make sure you've stacked the decks properly.
- 2) Deal two Door cards to each player, being sure to alternate the deal between the players. If you are one of the two players, deal to your victim first!
- 3) Deal two Treasure cards to each player, being sure to alternate the deal between the players. Again, if it's you and one other player, deal to him first!
- 4) Hand out level markers (a d10 works best, but you can use glass stones, pennies, rocks, whatever).
- 5) *Everyone starts as a Level One Human with no Class – hee hee. However, if you have a Class in your hand, you can play it now. You can also play any equipment you may have.*
- 6) Since this is the first play, you may have to help the players find the Class tags at the bottom of the cards. One player should play the Cultist Class, Miskatonic University T-Shirt, and the Sushi Knife of Doom; the other should play the Monster Whacker Class and the Two-Handed Flashlight.
- 7) *The Cultist class is special for a couple of reasons. First, because it can be inflicted on a player by monsters, you can't voluntarily discard it like you can other Classes. Second, if all players but one are Cultists, the non-Cultist gets a free level. The Monster Whacker should go up to Level 2 now. (This only happens because it's a*

two-player game. Munchkin is best with 4 or 5.) Finally, if everyone becomes a Cultist, the game is over, and Cthulhu eats everyone except the highest level player(s), who win.

TURN 1 (CULTIST PLAYER)

1) *At this point, in a regular game, we would decide who goes first. This is a Cursed Demo, so we decide that I go first. (Or, in a demo with two players, point to the Cultist and say: This is a Cursed Demo, so we decide that YOU go first.)*

2) *The first thing in your turn is always – BAM! – kick open a dungeon door and see what you find.* The Cultist turns over the top Door card, revealing the Curse! Hair Stands On End.

3) *Whoa! You're cursed! But if a Curse says to lose something you don't have, it has no effect. Since the Cultist does not have any Headgear, he suffers no penalty. If you are the Cultist, laugh madly. If someone else is the Cultist, point out that he is now entitled to laugh madly.*

4) (To the Cultist) *If you had a Monster in your hand, you could play it now and fight it. But you don't. So instead, we do what's called Looting the Room. You draw another Door card, face down, and it goes into your hand. He draws the The Dunwich Snorer face-down.*

5) *That ends your turn – you looted the room.*

TURN 2

(MONSTER WHACKER PLAYER)

1) *BAM! Your turn to kick open a door.* The Monster Whacker turns over the top Door card, revealing Polly Polyp.

2) *The Monster Whacker has seven levels (Level 2 + 3 from the Two-Handed Flashlight + 2 from Overconfidence); Polly Polyp has two (but would have five if the Monster Whacker was a Professor).*

3) (To the Cultist) *He's winning. Now, if you have the cards for it, you can interfere with his combat, by hurting him or helping the monster. Got anything? I didn't think so (hee hee).* (To the Monster Whacker) *He's got nothing.*

4) *The Monster Whacker has slain Polly Polyp! He goes up a level! And he takes its stuff!*

5) The Monster Whacker adds a level. He also draws a face-down Treasure – the Miner's Helmet. *I bet you got an Item! You did, didn't you! Play it! Aha, the Miner's Helmet!*

6) Point out that Headgear doesn't take a "Hand" slot, but would have been vulnerable to the Curse! Hair Stands On End from last turn.

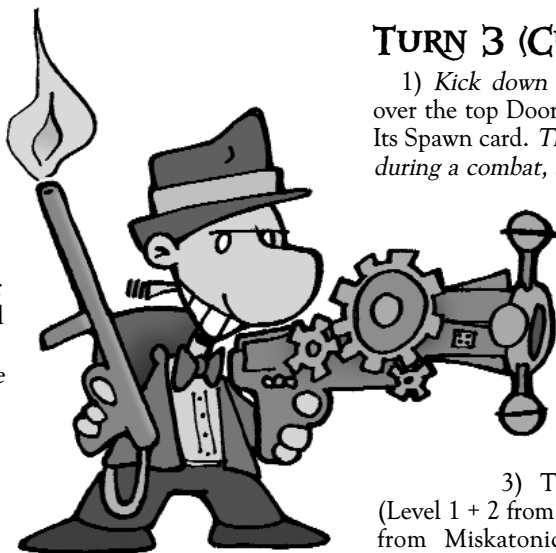
7) *You killed a monster, you got a level and its stuff, so now your turn is over.*

TURN 3 (CULTIST PLAYER)

1) *Kick down the door!* The Cultist turns over the top Door card, revealing the . . . And Its Spawn card. *That's a card you can use later, during a combat, so just put it in your hand.*

2) *You didn't find a monster . . . so, if you have one in your hand, you can Look for Trouble and play it to fight.* Since the Cultist has a Monster in his hand, he Looks for Trouble, and plays The Dunwich Snorer.

3) The Cultist has four levels (Level 1 + 2 from the Sushi Knife of Doom + 1 from Miskatonic University T-Shirt); the Snorer has one level.



4) (to the Monster Whacker) Now, he's winning. Can you mess with him? You could use that In A Million-Year Sleep card you have, but just making the Snorer smaller is a waste of a card. The Quicker Ichor won't make a difference, so you can save it for later.

5) Looks like the Monster Whacker won't be interfering, so the Cultist can slay the Snorer easily.

6) The Cultist levels up and draws a face-down Treasure – the Flamethrower.

7) Oh, too bad. It takes two hands to use that, and you don't have two free hands. You'd have to cheat. So cheat! Play that Cheat card! The Cultist uses the Cheat! card to put the Flamethrower into play.

8) You killed a monster, you got a level and its stuff, so now your turn is over.

TURN 4 (MONSTER WHACKER PLAYER)

1) BAM! Kick that door. The Monster Whacker turns over the top Door, revealing the Foggoth.

2) The Monster Whacker has ten levels; Foggoth has six. Looks like the Monster Whacker is winning. But no! Read the monster card! Items are useless, so the Monster Whacker only has five levels (Level 3 + 2 from Overconfidence). The monster is winning!

3) Explain the concept of Running Away. Right now the monster is winning! If the Monster Whacker can't beat him, he'll need to Run Away. If he runs, he has to roll a 5 or 6 on the die, or he'll suffer the Bad Stuff on the monster card. The Quicker Ichor can help here! So, Monster Whacker, got any cards in your hand to cut the Foggoth down to size?

4) The Monster Whacker plays the In A Million-Year Sleep card, reducing the Foggoth to one level.

5) Now it's four levels versus one level, so the Monster Whacker is winning now.

6) (To the Cultist) This would be a good time to Interfere! The Cultist plays the . . . And Its Spawn card, bringing Foggoth back up to 6 levels.

7) The Monster Whacker has no combat modifiers left, so the Monster Whacker must Ask for Help. Now, here's where it gets really munchkin. You can't win this battle by yourself, because you need to beat the monster's level. But you can ask for help. You can pick one player to help you, if he agrees.

8) Look at the numbers here. The Cultist has two levels, and the Flamethrower is doubled, for a grand total of ten levels. Add the Monster Whacker's five, and that's 15 total levels versus Foggoth's 6 levels. If the munchkins cooperate, they will win. At this point, the Cultist should say, or should be coached to say, "Sure, I'll help."

9) The other thing to decide, when somebody Asks for Help, is how the treasure is going to be split. This is entirely up to you to discuss. So how are you going to split? (Let them discuss. Coach them if necessary.)

10) In a multi-player game, the Monster Whacker could have said "Who wants to help me?" and taken the best deal if he got more than one volunteer.

11) After they come to an agreement, the Foggoth is slain. The Monster Whacker levels up, then draws two Treasures, face-up, and distributes them according to the agreement the players made. The Treasures are the Triple-Barreled Shotgun and the Discover Family History.

12) Whoever got the Discover Family History can use it to level up right now. The player increases his level and discards the card.

13) There's another way to level up. You can sell Treasure worth a thousand gold pieces, and go up a level. So the Triple-Barreled Shotgun could be combined with another item worth 300 gold, and sold right now for one more level.

WRAP-UP

1) That concludes our **Cursed Demo**. Thank you for playing! In a real game you would keep going until somebody reaches Level 10, and the only way to get that last level is to kill a monster.

2) If you are so inclined, hand out some promo cards to players or even onlookers. Tell them how cool and abusive these cards would be in a game. People who aren't interested in that do not deserve *Munchkin* cards.

3) Point to the nearest *Munchkin*-laden shelf.

4) Mention the various genres *Munchkin* has parodied – science fiction (*Star Munchkin*), martial arts movies (*Munchkin Fu*), horror games (*Munchkin Bites!*), superhero comics (*Super Munchkin*), spy movies (*Munchkin Impossible*), cowboys (*The Good, the Bad, and the Munchkin*) and, of course, the classic dungeon crawl (original *Munchkin*).

THE SHORT VERSION

This is a SUPER quick mini-demo. It only uses two Doors and two Treasures, so the Decks are less "stacked" and more "these cards are placed on top of the Deck."

On top of the Door Deck should be (in this order):

Polly Polyp
Cultist

On top of the Treasure Deck should be (in this order):

Sushi Knife of Doom
Discover Family History

- Everyone starts as a level 1 character . . . with no class – heh heh heh. On your turn – BAM! – kick open a dungeon door. Flip the Polly Polyp card over.

- If it's a monster, you fight it. To beat a monster, you have to beat its level. Point to level.

- Since your level is less than its level, unless you run away – roll a 5 or a 6 on a six-sider – or get one person to help you, Bad Stuff will happen to you. Point to the Bad Stuff.

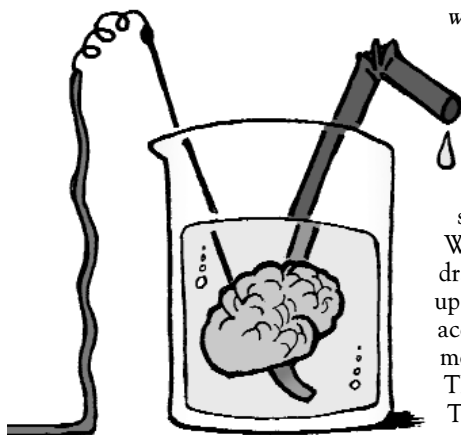
- But items that you have can increase your level. Flip over the Sushi Knife of Doom, slide toward victim.

- Now, since your level is higher than the monster's, you kill it! Yay! You go up a level, and you get its treasure. Point to Treasure on the monster card.

- Treasure can be more items or weapons, or (flip the Discover Family History)

- . . . can even let you go up another level! Sometimes you won't find a monster, so you loot the room by drawing another card for your hand, like a Class (Flip Cultist card)

- . . . or you can fight a monster from your hand – like buying something from the pet shop, and beating it up for the experience points. The first player to reach level 10 by killing a monster wins!



PROMO BACKS

There's a new kind of card-back in this set. "Promo" back cards are not shuffled into the decks before the game begins. Instead, you may place one (face up) in front of you at the start of the game and use it when applicable, like bookmarks and other *Munchkin* promotional items.

A player may use only one "Promo" back card during a game.