

MUNCHKIN™ 7 MORE GOOD CARDS™

GAME DESIGN BY STEVE JACKSON • ILLUSTRATED BY JOHN KOVALIC

Two requests from *Munchkin* players led to this box of *More Good Cards*:

First, a lot of you have asked for the *Munchkin Blender* cards – or, at least, the best ones – with regular *Munchkin* backs. So here they are. Our thanks to John Kovalic for creating new fantasy illustrations for the ones that were originally very Blenderized.

And second, in late 2007, we did a survey to ask what cards *Munchkin* players wanted to see more of. We got more than a thousand responses, and the results were very interesting . . . so that's the other half what this set is about.

You can just drop this whole set into your *Munchkin* game if you want to. Nothing will break, except that Class and Race cards will become relatively scarcer. But you can also cherry-pick *More Good Cards* that YOU think will make the game the most fun for your group. The card frequency is based on our survey:

76% wanted more **Wandering Monsters** – so here are five regular **Wandering Monsters**, one **Dogpile** (from *Blender*), and two of a brand new card, which we call . . . **And Its Little Friends**.

Almost as many, 64%, wanted more Monster Enhancers, so here are six Enhancers . . . plus two “Enhancer Enhancers” to be played on an already-enhanced monster. All eight of these cards are brand new.

52% wanted more Cheat cards. Fine, you cheaters. Here are four regular **Cheats**, two **Cheat With Both Hands**, and one **Cheat Like There's No Tomorrow!**

Only 49% asked for more Curses, but that's almost half, so here's a repeat of **Don't Call Me Shirley**, the sex-changing curse from *Blender*, and two brand new Curses.



And 28% wanted more **Wishing Rings**, so here's another one.

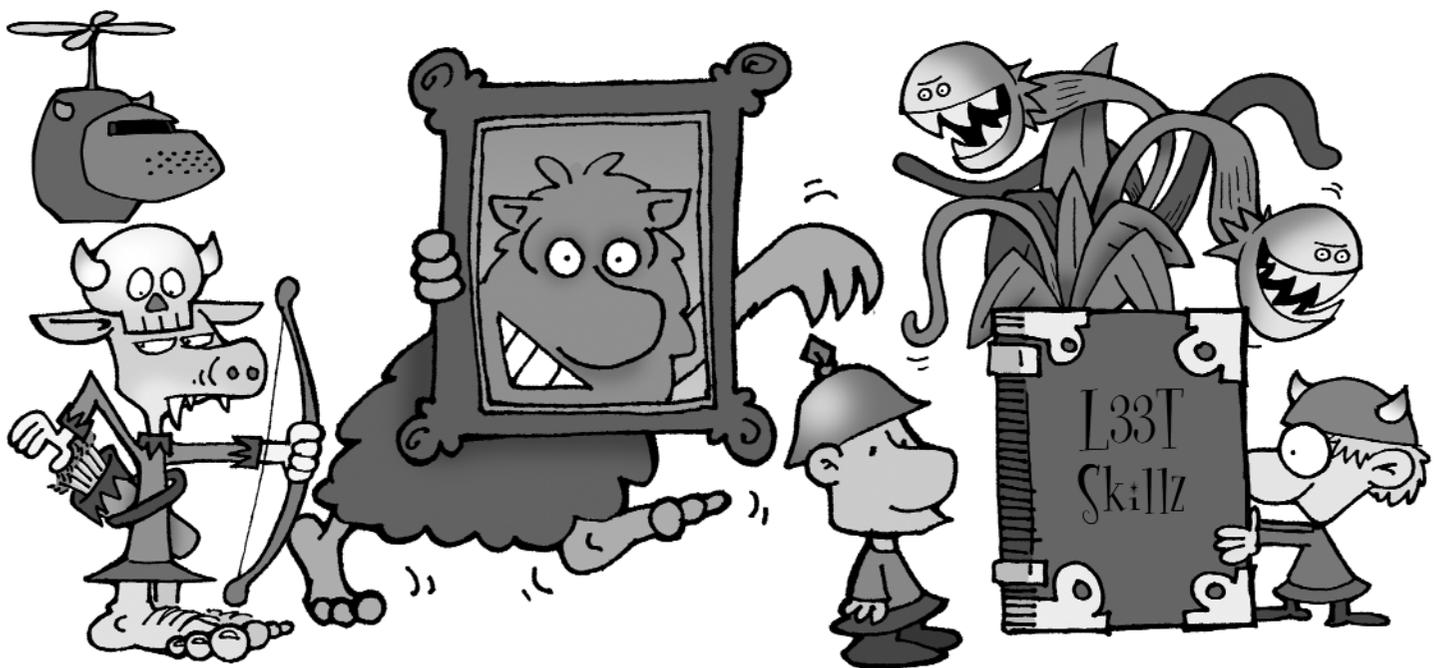
The rest of the cards are taken from *Munchkin Blender*, re-illustrated where necessary, and represent a wide assortment of madness and abuse. We do hope you like them!

GAME SUPPORT

Check out www.sjgames.com/munchkin/game . . . you never know what we might put up there next. Right now you can find Frequently Asked Questions about *Munchkin*, the most recent version of the Epic Rules, a web form to let you submit your own card ideas, a free bonus item that gives in-game benefits, and lots more.

And visit the Munchkin Guild on Yahoo! Groups: groups.yahoo.com/group/Munchkin_guild. Ask questions, share stories, get munchkin!

Support your local game store! Ask them what's new for *Munchkin*. We have an online store at www.warehouse23.com, and since we're munchkins, too, we're always happy to take your gold pieces . . . but if you have a game shop near you, we'd rather you gave the business to them.



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Munchkin who originally conceived of this set: Phil Reed again!

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Find more munchkinism at www.sjgames.com/munchkin

WELCOME TO THE WORLD OF MUNCHKIN™

KILL THE MONSTERS • STEAL THE TREASURE • STAB YOUR BUDDY

Go down in the dungeon. Kill everything you meet. Backstab your friends and steal their stuff. Grab the treasure and RUN!

Admit it. You love it.

Munchkin, designed by Steve Jackson, captures the essence of the dungeon experience, with none of that stupid roleplaying stuff.

Look for the whole *Munchkin* lineup at your local game store. If they don't have it, whine! If that fails, we'll sell it to you at

www.warehouse23.com

While we're at it, we'll gleefully sell you all kinds of other neat stuff. Check it out. But try your local store first!

MUNCHKIN

You and your friends compete to kill monsters and grab magic items. Don the Horny Helmet and the Boots of Butt-Kicking. Wield the Staff of Napalm . . . or maybe the Chainsaw of Bloody Dismemberment. Start by slaughtering the Potted Plant and the Drooling Slime, and work your way up to the Plutonium Dragon . . .

It's illustrated by John Kovalic! Fast-playing and silly, *Munchkin* can reduce any role-playing group to hysteria. And while they're laughing, you can steal their stuff. #1408, \$24.95.

MUNCHKIN 2 – UNNATURAL AXE: 112 more cards for the game of killing monsters and taking their stuff. Play a new race: Orcs! #1410, \$17.95.

MUNCHKIN 3 – CLERICAL ERRORS: The third set adds Gnomes, Bards, and new foes like the Tequila Mockingbird. #1416, \$17.95.

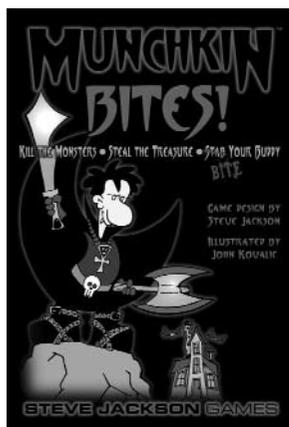
MUNCHKIN 4 – THE NEED FOR STEED: The Munchkins ride again! And this time, they've got actual Steeds . . . a dragon, a tiger, a chicken . . . #1444, \$17.95.

MUNCHKIN 5 – DE-RANGED: More Steeds! More Hirelings! More Monsters! And the new and obnoxious Ranger class! #1450, \$17.95.

MUNCHKIN 6 – DEMENTED DUNGEONS: Dungeons and Portals bring with them new opportunities to level up, and, more important, force others to lose levels! #1457, \$9.95.

MUNCHKIN BITES!

The Munchkins are now vampires . . . and werewolves . . . and changelings. Bash through the haunted house and slay the monsters – the *other* monsters. Face foes like the Banshee, the Heck Hounds, and the dreaded Were-Muskrat. Smite them all, and be the first to Level 10! #1419, \$24.95.



MUNCHKIN BITES! 2 – PANTS MACABRE: It's got 110 shiny new . . . no, not shiny – dark! It's got 110 dark and *evil* new cards, plus two blanks, for your *Munchkin Bites!* game. #1443, \$17.95.

MUNCHKIN BLENDER

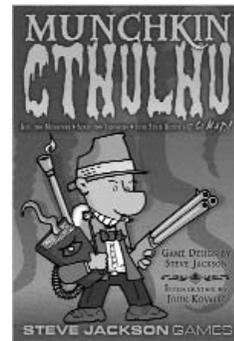
These 112 cards will enhance the anything-goes games where every deck is in play and no combo is too strange. Why be a Super Munchkin when you can be an *Ultra* Munchkin? And if a single Cheat card doesn't do it for you, you can Cheat With Both Hands! #1424, \$17.95.

MUNCHKIN BOOTY

Sail the Seven Seas. Plunder the treasure. Make your crew walk the plank. *Munchkin Booty* brings the greatest gold gatherers in history – pirates! – to the hilarious card game series. #1459, \$24.95.

MUNCHKIN CTHULHU

Become one of four new Classes, including the Cultist. Face monsters from outside reality like the Froggoth, the Unpronounceable Evil, and the mind-destroying cuteness of Chibithulhu. Will you survive? Will you retain your sanity? Will you . . . level up? #1447, \$24.95.



MUNCHKIN CTHULHU 2 –

CALL OF COWTHULHU: Put the Great Old Ones out to pasture, Munchkin-style! In this 56-card supplement you'll find more monsters, more whackers, and a new card type – Madness! Country life will never be the same. #1453, \$9.95.

MUNCHKIN CTHULHU 3 – THE UNSPEAKABLE VAULT: For years, Goomi has been unleashing his own vision of Cthulhu upon the world, in his comic "*The Unspeakable Vault (of Doom)!*" This 56-card expansion brings Great Cthulhu, Dagoon, Narly, and Tindaloo into the pun-filled world of *Munchkin*. #1455, \$9.95.

MUNCHKIN FU

It's time for chop-socky Hong Kong action. Samurai, Ninja, Yakuza, and Monks face mooks, demons, and assorted bad guys from all the worst martial arts films you've ever seen. Learn styles to build up your character's powers. #1412, \$24.95.

MUNCHKIN FU 2 – MONKY BUSINESS: Just when you thought it was safe to go back into the dojo . . . 112 more cards and lots more laughs. #1441, \$17.95.

THE GOOD, THE BAD, AND THE MUNCHKIN

The Good, the Bad, and the Munchkin opens a whole new frontier – the Wild West! Forget dragons and goblins – Jackalopes and Davy Croc have just as much treasure. Those plains may seem wide open, but there's lots of monsters to kill, and lots of stuff to take. #1454, \$24.95.

MUNCHKIN IMPOSSIBLE

Munchkin spies! Be a suave Playboy, harmless-looking Tourist, or deadly Assassin. Report to the Americans, Russians, British, or Chinese (it'll change!). Use fabulous gadgets to eliminate foes, from the pathetic Defective Defector up to the mighty Super Spy himself. And (all together now) . . . *take their stuff!* #1446, \$24.95.

STAR MUNCHKIN

The Munchkins are back – and they're in space! Now they're Mutants, Androids, and Cat People . . . grabbing Lasers, Vibroswords, and Nova Grenades . . . fighting Fanged Fuzzballs, Bionic Bimbos, and the Brain In A Jar. #1411, \$24.95.

STAR MUNCHKIN 2 – THE CLOWN WARS: In Space, No One Can Hear You Cheat. Yes, that's a card. These 112 cards bring the epic saga of *The Clown Wars* to life, except with better acting! #1418, \$17.95.

SUPER MUNCHKIN

Fly through the city. Smash the villains. Get new Powers. Backstab your teammates and grab their gadgets. Battle dastardly masterminds, devastating monsters, and invading aliens from the next dimension – and TAKE THEIR STUFF! #1440, \$24.95.



SUPER MUNCHKIN 2 –

THE NARROW S CAPE: Run away! Flee! And laugh as you make . . . *The Narrow S Cape*. Contains 112 super new cards. #1445, \$17.95.

www.sjgames.com/munchkin