



MUNCHKIN[®]

GAME CHANGERS[™]

Munchkin Game Changers includes all the cards from the sets *Munchkin Fairy Dust*, *Munchkin Fairy Dust Dice*, *Munchkinomicon*, *Munchkin Monster Enhancers*, and *Munchkin Reloaded!* It also includes four cards previously available only as promotional giveaways, and some accessories to boot: two sparkly pink *Fairy Dust Dice*, a *Fairy Dust* Level Counter, and a *Munchkinomicon* Level Counter!

Fairy Dust Rules

Shuffle the **Sparkly Good Fairy** card into the Door deck. If you want to improve your chances, leave the SGF out of the Door deck while you are shuffling. When you are done, take the top inch or so of Door cards, shuffle the SGF into that stack, and replace it on top of the Door deck.

The other cards are Fairy Dust cards. They have their own special design. Shuffle them and put them out as their own mini-deck.

Discarded Fairy Dust cards are not reshuffled. They're out of the game. When the Fairy Dust deck is empty, that's that.

Getting Fairy Dust Cards

The SGF rewards the munchkins for being nice to each other.* Draw a Fairy Dust card when either

- You help another player in combat, and your side wins. You earn one card per combat, not one per monster. Or . . .
- You cancel a Curse cast at another player.

Fairy Dust cards with values are Items and can be traded. Other Fairy Dust cards cannot be traded. Unlike other cards, you keep FD cards if you die. FD cards in your hand count toward your hand size, just like any other cards.

Killing the Sparkly Good Fairy

The SGF is a monster and can be killed. If you kill her, the treasure you draw is four regular Treasure cards and two Fairy Dust cards (unless all the FD cards are gone).

If any FD cards are left after that, they can no longer be drawn in the regular way. Instead, put them on top of the Treasure deck!

Failing to Kill the Sparkly Good Fairy

If you can't defeat the SGF, she does not vanish. She'll be back soon. Take the top 10 Door cards, shuffle the SGF with them, and put them back on top of the Door deck.



Sparkly Good Bad Stuff

If you try to Run Away from the SGF and fail, then you are charmed until your next turn. If anyone asks you to help in a combat, you must help. They don't have to reward you, and you do NOT get a Fairy Dust card. (Elves still get a level if they help kill a monster.)

* This seems very non-*Munchkin*, but relax . . . it's munchkinly to be nice to others if you are REWARDED for it.



Munchkinomicon Rules

This deck contains one Item card – the **Munchkinomicon** itself – and 14 cards which represent the spells of the **Munchkinomicon**.

Spell cards have a special back, and make up their own deck. Keep their discards separate. If they are used up, shuffle again.

The **Munchkinomicon** card has two “faces.” One side looks like a normal Treasure; the other side has a summary of these rules, so you don't have to keep them out all the time.

The **Munchkinomicon** starts on top of the Treasure deck, so the first person to get a Treasure will get it. You must play and equip the **Munchkinomicon** as soon as you get it. You may not keep it in your hand, or put it out but not use it.

The **Munchkinomicon** is evil and munchkinly, and will transfer its loyalty at the drop of a tentacle. If it is in play, it will immediately move to anyone who:

- Dies. (It impresses the **Munchkinomicon** when you die and immediately come back.) If two people revive at the same time, roll the die; high roller gets the book.
- Plays a Curse, Trap, or Madness card that actually affects another player.
- Sacrifices a level. You may do this at any time, even in combat, to lure the **Munchkinomicon** to you.
- Sacrifices three cards. You may do this at any time, even in combat, to lure the **Munchkinomicon** to you.

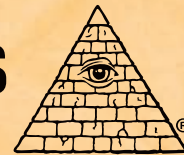


Using the Munchkinomicon

The **Munchkinomicon** gives its owner Spells, which are always drawn face down. Spells in your hand do count against your maximum hand size and may be given as Charity. Spells are not Items; no card or ability that affects Items will affect Spells.

As soon as you draw the **Munchkinomicon**, or lure it away from another player, it will whisper a spell to you. Draw one Spell card from the **Munchkinomicon** deck. You may use that Spell immediately or keep it in your hand for later mayhem.

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If you have the **Munchkinomicon** at the beginning of your turn, draw a Spell.

If you get the **Munchkinomicon** in a trade, do not draw a Spell.

The **Munchkinomicon** also has a +5 combat bonus. This is automatic; you don't have to do anything to earn it. This bonus may be raised by Item Enhancers or lowered by Curses or Traps. The new value remains in effect even if the **Munchkinomicon** moves to another player, but is lost if it goes back to the Treasure deck.

Ditching the Munchkinomicon

You may trade the **Munchkinomicon** to another player like any other item. You may also use its Gold Piece value to help you buy a level.

If you sell the **Munchkinomicon**, or are forced to discard it by a Curse, Trap, or Bad Stuff, it goes back on top of the Treasure deck. You may not redraw the **Munchkinomicon** on the same turn that you sell or discard it. (If you need to draw from the Treasure deck, set the **Munchkinomicon** card aside, draw your Treasures, then put it back on top of the deck.)



The Munchkinomicon in Munchkin Cthulhu

The *Munchkin Cthulhu* Madness card **Bibliophobia** does not keep you from owning the **Munchkinomicon**. The **Munchkinomicon** tells you that everything is all right, and you believe it.

In addition to regular Item Enhancers, you may play any +3 Monster Enhancer on the **Munchkinomicon**, as though it were a Cultist, and that bonus will stay with the **Munchkinomicon** unless it returns to the Treasure deck.

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/gamechangers.

The icons for this set are

-  (*Fairy Dust*),
-  (*Fairy Dust Dice*),
-  (*Munchkinomicon*),
-  (*Monster Enhancers*)
-  (*Reloaded!*), and
-  (*Game Changers*).



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