



MUNCHKINTM

MARKED FOR DEATHTM



Welcome to a double-duty booster set! **Marked for Death** is a pack of 17 all-new cards (plus two *almost*-new ones – see below). And they're balanced so you can use them as a quick rigged demo for your friends, to get them into the madness that is **Munchkin**!

should play the **Elf Race** and the **Cat O' One Tail**; the other should play the **Warrior Class** and the **Lawn Mower**.

7) (To the Elf) *Be sure to read all the text on that card (point to **Polish Your Equipment**). You can't play it now, but the time will come.*

What's With the Icons?

Most of the **Marked for Death** cards have a special "hand of cards" icon on the bottom. See the number in the icon? That's to let you stack the decks quickly for the Marked Demo. Start by sorting the Marked Demo cards by back type, then flip them over and use the numbered icons to stack them. If you do it right, the first Treasure turned over will be the **Lawn Mower**, and the first Door will be the **Miniature**.



The two cards without a number icon are replacements for cards that we screwed up in **Munchkin 7 – More Good Cards**. If you have that set, trash the originals and use these instead. If you don't have that set, congratulations on your two new Curses. (Now go buy that set! We have a hungry Gazebo to feed. Gazebo Chow is *expensive*, even in the 100-pound bags.)

Turn 1 (Elf Player)

1) *At this point, in a regular game, we would decide who goes first. This is a rigged demo, so we decide that I go first. (Or, in a demo with two players, point to the Elf and say: This is a rigged 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 Elf turns over the top Door card, revealing **Curse! Marked for Death!**

3) *Whoa! You're cursed! But if a Curse says to lose something you don't have, it has no effect. Since the Elf can't go below Level 1, he suffers no penalty.* If you are the Elf, laugh madly. If someone else is the Elf, point out that **he** is now entitled to laugh madly.

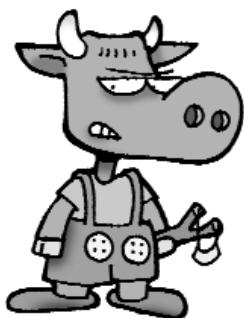
4) (To the Elf) *If you had a Monster in your hand, you could play it now and fight it. But you don't. So instead, we do what's called Looting The Room. You draw another Door card, face down, and it goes into your hand.* The Elf draws **Joan d'Orc** face-down.

5) *That ends your turn – you Looted The Room.*

THE PLAY

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

Our suggestions for your lines are in italic. 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.



Turn 2 (Warrior Player)

1) *BAM! Your turn to kick open a door.* The Warrior turns over the top Door card, revealing the **Playground Bully**.

2) The Warrior has a combat strength of 4 (1 for his Level and 3 for the **Lawn Mower**); the **Playground Bully** has a strength of 2.

3) (To the Elf) *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 Warrior) *He's got nothing.*

4) *The Warrior has slain the Playground Bully! He goes up a level! And he takes its stuff!*

5) The Warrior adds a level. He also draws a face-down Treasure – the **Boots of Two-Stepping**. *I bet you got an Item! You did, didn't you! Play it! Aha, the Boots of Two-Stepping!*

6) The Elf should now play **Polish Your Equipment**, so he gains a level as well. *Yes! Make it shine!*

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

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 well, but you can use glass stones, pennies, rocks, whatever).

5) *Everyone starts as a Level 1 Human with no Class – hee hee. However, if you have a Class or a Race in your hand, you can play it now. You can also play any equipment you may have. (In a real game, you would start with **four** cards of each type, but for a demo, two is plenty.)*

6) Since this is the first play, you may have to help the players find the Class and Race tags at the bottom of the cards. One player

Turn 3 (Elf Player)

1) *Kick down the door!* The Elf turns over the top Door card, revealing the **Rabid** 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 start a fight.* Since the Elf has a Monster in his hand, he Looks For Trouble, and plays **Joan d'Orc**.

3) The Elf has a combat strength of 4 (2 for his Level and 2 for the **Cat o' One Tail**); **Joan** has a strength of 2.

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4) (To the Warrior) Now, he's winning. Can you mess with him? You could use that **Miniature** card you have, but just making his own monster smaller is a waste of a card. The **Potion of Inappropriate Eructation** might be useful, but it might be more useful later.

5) Looks like the Warrior won't be interfering, so the Elf can slay **Joan d'Orc** easily.

6) The Elf levels up and draws a face-down Treasure – the **Anvil**.

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 Elf plays the **Cheat!** card along with the **Anvil**.

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

Turn 4 (Warrior Player)

1) **BAM!** Kick that door. The Warrior turns over the top Door, revealing the **Soap Golem**.

2) The Warrior has a combat strength of 7; the **Soap Golem** has a strength of 6. Looks like the Warrior is winning. But no! Read the monster card! This monster gets +6 against Warriors! So in this fight, it's got a 12. It's winning!

3) Explain the concept of Running Away. Right now the monster is winning! If the Warrior 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. So, Warrior, got any cards in your hand to cut the **Soap Golem** down to size?

4) The Warrior plays the **Miniature** card, reducing the **Golem** to a strength of 7.

5) Now you're tied at a combat strength of 7 levels apiece. Ordinarily, monsters win ties. But the Warrior's special class power is that HE wins ties. So you're winning now.

6) (To the Elf) This would be a good time to Interfere! The Elf plays the **Rabid** card, bringing the **Golem** back up to 12.

7) The Warrior has only one combat modifier left – the **Potion of Inappropriate Eructation** – but its bonus isn't enough for a win, so the Warrior must Ask For Help. Now, here's where it gets really munchkin, You can't win this battle by yourself. But you can ask for help. You can pick one player to help you, if he agrees.

8) Look at the numbers here. The Elf has a strength of 7, and the Warrior also has 7, for a total of 14; the **Golem** is at 12 right now. If the munchkins cooperate, they will win.

9) Also, look at the Elf's special power. Usually helpers don't go up a level, just the main player in a battle. But an Elf who helps win a battle goes up a level! At this point, the Elf should say, or should be coached to say, "Sure, I'll help."

10) 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.)

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

12) After they come to an agreement, the **Golem** is slain. Both players level up – the Warrior for winning the combat, and the Elf for using his Elf Race ability. The Warrior then draws two Treasures, face-up, and distributes them according to the agreement the players made. The Treasures are the **Retroactive Continuity Potion** and **Recalculate Your XP**.

13) So you both leveled up. And whoever got **Recalculate Your XP** can use it to level up again. The player increases his level and discards the card.

14) There's another way to level up. You can sell Treasure worth at least a thousand Gold Pieces, and go up a level. So the **Retroactive Continuity Potion** could be sold right now for one more level.

15) (To the Warrior) Now, in a real game, you would have had another way to win that combat. You can discard a Class or Race at any time. If you couldn't get the Elf to help you, or if you didn't want him to get the level, you could have ditched the **Warrior** card during the combat. Then the **Golem** wouldn't have gotten the +6, and you could have killed him by yourself.

Wrap-Up

1) That concludes our Marked 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) Point to the nearest **Munchkin**-laden shelf.

3) 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**), the Cthulhu Mythos (**Munchkin Cthulhu**), the American Wild West (**The Good, the Bad, and the Munchkin**), and pirates (**Munchkin Booty**).

THE SHORT VERSION

This is a SUPER quick mini-demo. It only uses three 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):

Joan d'Orc
Elf
Warrior

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

Lawn Mower
Recalculate Your XP

Everyone starts as a level 1 character . . . with no class – heh heh heh. On your turn – **BAM!** – kick open a dungeon door. Flip **Joan d'Orc** over.

If it's a monster, you fight it. To beat a monster, you have to beat its combat strength, which is its level plus any bonuses. Point to level.

Since your strength is less than its strength, 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 combat strength. Flip over the **Lawn Mower**, slide toward victim.

Now, since your strength 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 **Recalculate Your XP**).

. . . 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 Race or a Class (Flip **Elf** and **Warrior** cards).

. . . 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!

Original evil quick-demo concept by Alex Yeager • Based on *Munchkin Rigged Demo*, developed by Paul Chapman
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Based on the English language, designed by O.L.D. English

Based on German and Latin and a whole bunch of stuff stolen from other languages

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