

LEVEL 13
UNDEAD

SPACE MUMMY

-3 against Bugs, who remind him of the cockroaches he came to know all too well during 5,000 years in the tomb.



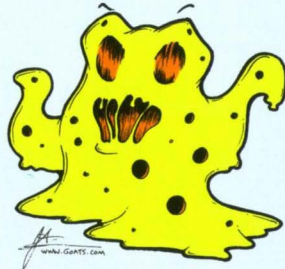
Bad Stuff: Lose all items you have that are *not* Headgear, Footgear, or Armor.

3 Treasures

LEVEL 13

THE CHEESE OF EVIL

Your Sidekicks cannot protect you against the power of the Cheese . . .
Do not use their bonuses or Special abilities in this combat.



Bad Stuff: It eats your Sidekicks. Discard them.

3 Treasures

LEVEL 13

BOBBY FEET

The renegade Bounty Hunter! +3 against Bounty Hunters.

Bad Stuff: Lose 2 levels. Which Bobby keeps, so in the unlikely event that he appears again in this game, he is now two levels higher!

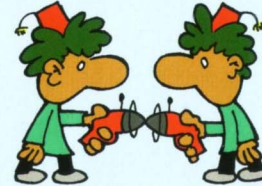


3 Treasures

LEVEL 11

TRANSPORTER TWIN

Total up all Items that you are carrying. The Transporter Twin has the same bonus. +3 against Gadgeteers.



Bad Stuff: He takes your place. Your friends notice, but pretend not to, until he becomes even more annoying than you are. Lose your next turn.

3 Treasures

LEVEL 11

MISS ILE

+4 against females. +6 against females who were male when the game started!



Bad Stuff: Her accuracy leaves something to be desired. You lose a level, and so does the player to your right.

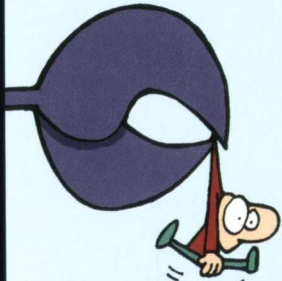
3 Treasures

LEVEL 17

THE CLAW

It is a very, very BIG claw. +3 against Bugs. -1 to flee, no matter who you are.

Bad Stuff: You are dead. Half of you is dead over here, half of you is dead over there. Dead, dead, dead.



2 Levels

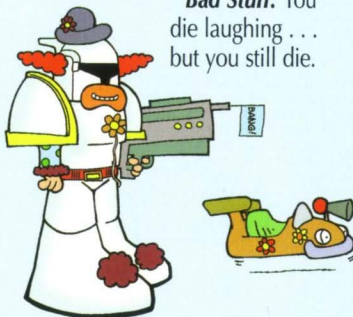
4 Treasures

LEVEL 17

CLOWNTROOPER

+5 against his mortal foes the Space Rangers. But any SR who eliminates him, or helps to eliminate him, earns an extra level.

Bad Stuff: You die laughing . . . but you still die.



2 Levels

4 Treasures

LEVEL 15

ULTRA VIOLET

Mmm! Bugs yummy! +5 against Bugs.

Bad Stuff: Lose 2 levels.



2 Levels

4 Treasures

LEVEL 15

TWO-HEADED SPACE ELVIS

Will not attack Mutants unless they attack him. A Mutant who does not attack him may draw a free Station card.

Bad Stuff: A Mutant is dead. Anyone else loses 2 levels.



2 Levels

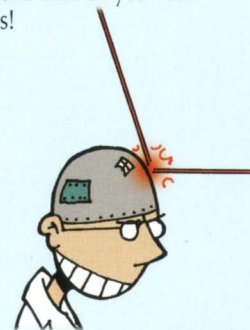
4 Treasures

LEVEL 15

DR. KROMEDOME

Laser weapons bounce off his highly polished skull and have no effect! And he gets an extra +3 against Cyborgs.

Bad Stuff: Lose all your laser weapons!



2 Levels

4 Treasures

LEVEL 7
SPACE OPERA SINGER

Her interplanetary soprano can bend steel. Lose your Headgear *before* you fight.



Bad Stuff: Mind control! You must help the next player who asks you to, without any reward.

2 Treasures

LEVEL 7
RED DWARF

+2 against running-dog capitalist Traders!



Bad Stuff: Short Power! He goes through all Items you have in use and steals the one with the shortest name. (Count letters. In case of ties, the player on your right decides. Each laser weapon is a separate item.)

2 Treasures

LEVEL 7
NERDS OF PREY

Any Grenade will make them flee; this is not a kill, but their treasure remains for the taking.

Bad Stuff: They tie your shoes together and throw them over a phone line. Lose your Footgear.



2 Treasures

LEVEL 7
BORELON

+2 against Psychics, who cannot escape the interminable aphorisms.



Bad Stuff: Lose a level. Lose another level if you snickered because you thought "aphorism" sounded like a naughty word.

2 Treasures

LEVEL 5
XQWZZMP

Saying his name weakens him, but nobody can do it . . . except for Mutants, who have two mouths. -2 against Mutants.

Bad Stuff: He hmffgrmmp your hvbrxx, which of course means you lose your Footgear.



2 Treasures

LEVEL 11
HIVE MIND

Will allow Bugs to pass without combat. If a Bug chooses not to fight, he may draw one free Treasure.

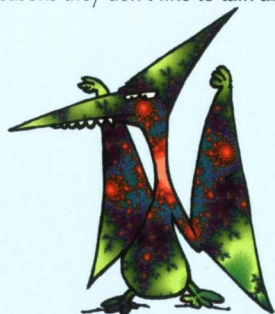
Bad Stuff: Gives you hives. You remove your armor to scratch. Lose your Armor.



3 Treasures

LEVEL 9
FRACTAL PTERODACTYL

+3 against Space Rangers for reasons they don't like to talk about.



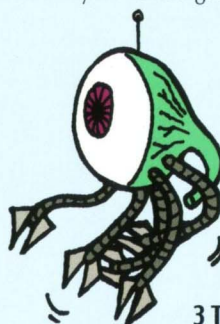
Bad Stuff: It flies off with one non-Complex item chosen by the player on your right.

3 Treasures

LEVEL 9
ELECTRIC EYE

It sees your secrets. Neither you nor any other player may play cards out of your hand for this fight.

Bad Stuff: It tells everyone about your secrets. Turn your hand face up and let everyone have a good look.



3 Treasures

LEVEL 9
DOG STAR

+3 against Felines.

Bad Stuff: His singing is even worse than his bite. Lose a level.



3 Treasures

LEVEL 9
B-MOVIE GIRLS

+4 against males. +6 against males who were female when the game started!

Bad Stuff: Stung! Lose a level.



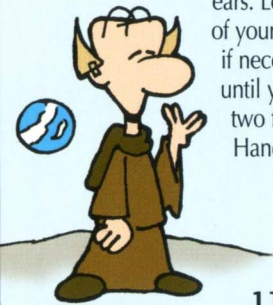
3 Treasures

LEVEL 3

GUY WITH FAKE EARS

He is very impressed by Space Rangers. Space Rangers may take a free Treasure instead of fighting him.

Bad Stuff: He recites scripts to you and gets the lines wrong . . . You must put your hands over your own ears. Lose Items of your choice, if necessary, until you have two free Hands.



1 Treasure

LEVEL 3

ABSOLUTE ZERO

He has no special powers. He has no interesting flaws. He's hardly even there. But kill him anyway.

Bad Stuff: Nothing!



1 Treasure

No Bonus

SIDEKICK: THE PROFESSOR

The Professor is so smart, you have no idea why he would hang around with YOU. He can show you how to carry and use one item that normally would be prohibited because of your Race or Class.



No Bonus

SIDEKICK: RED SHIRT

Red Shirts have no abilities other than the generic Sidekick ability to sacrifice themselves to save you.

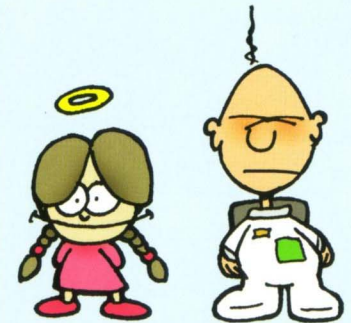
Whenever you win a combat, roll a die. On a 6, your Red Shirt got excited and sacrificed himself anyway. Discard him.



No Bonus

SIDEKICK: KID SISTER

Your annoying kid sister insisted on coming, so let her open the doors! If she finds a Trap, you may declare that the Trap got her instead of you, and discard her.



LEVEL 5

SELF-DELIVERING JUNK MAIL

-5 if you fight it with a laser weapon. Burn, fiends, burn!

Bad Stuff: You must buy, buy, buy! To finance your shopping spree, discard Items worth at least 1,000 credits.



2 Treasures

LEVEL 5

KILLER PENGUINS

-2 against Felines. They smell like fish.

Bad Stuff: Nooo! The pecking . . . the pecking . . . Lose a level.

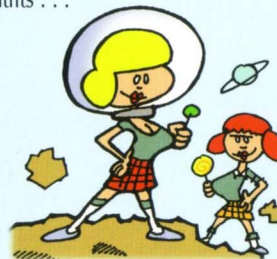


2 Treasures

LEVEL 5

ASTEROID MINORS

Even with relativistic time dilation, they're too old to wear those outfits . . .



Bad Stuff: Males lose a level. Females have their handbags stolen – lose an Item chosen by the player to the victim's right.

2 Treasures

LEVEL 3

SAILOR GOON

Don't you think he's pretty? -3 against Space Rangers.



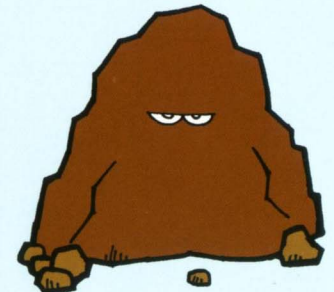
Bad Stuff: Your sex is changed. -5 to your next combat due to distraction. After that, there is no further penalty, but the change is permanent.

1 Treasure

LEVEL 3

ROCK

Do not mock the power of Rock. If it is accompanied by the Dog Star or Space Elvis, it becomes Level 15!



Bad Stuff: It rocks your world. Lose a level.

1 Treasure

CANTINA

Each other player, starting with the one to your left, may place one monster in the Cantina from those he has in his hand. You must fight them all together!



Room

ALIEN BOUDOIR

If there are monsters here, they want to be friendly. Too bad for you. If you have no Armor, lose a level to . . . just don't ask. End your turn immediately.

If you have an Armor card, you can avoid combat by discarding it. If you have Armor but choose not to discard it, you must fight.



Room

ALIEN BATHROOM

Lose a level immediately, before any combat.



Room

MUTANT

You may discard two cards of the same type (Station or Treasure) in order to draw one face-down from that deck. You may do this any time except during a combat.



Race

FELINE

+1 to Run Away.
Curiosity: If you don't find a monster behind the first door you open on your turn, you may open one more door immediately – turn over the next Station card and proceed normally.

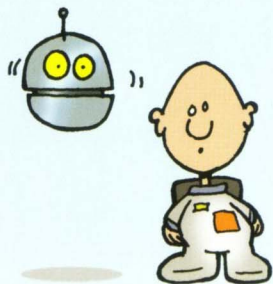


Race

+3 Bonus

SIDEKICK: BLINKY

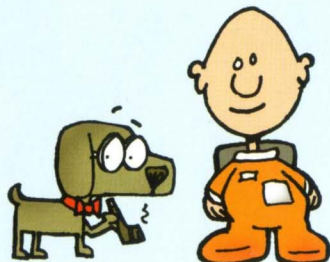
If you change sex, Blinky will become very confused, and will switch his allegiance to another player. Each player who can legally add a Sidekick rolls one die to see who gets him; high roll wins, and ties (only) roll again.



+1 Bonus

SIDEKICK: RALPH THE WONDER DOG

Ralph does not count toward any limits on your number of sidekicks. Ralph helps out in combat by biting legs, and also gives you +1 to flee.



TRASH COMPACTOR

Immediately lose the Item that gives you the biggest bonus . . . but if you win the combat (or if there is no monster) you may now go through the Treasure discards, starting at the top and skipping whatever you just lost, until you find an item you can legally use. It becomes yours.

If the room is empty, you may loot it or look for trouble normally.



Room

OUTSIDE!

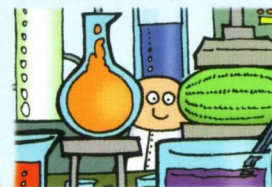
Any monster in this room . . . isn't there. Discard it. Any cards played by other players are returned to them. You lose a level to explosive decompression, and end your turn immediately without looting the room, looking for trouble, opening other doors, or anything else.



Room

LABORATORY

Roll a die:
1 – Go through the discards and pick a new Race if there is one.
2 – Go through the discards and pick a new Class if there is one.
3 – Lose your Race(s).
4 – Lose your Class(es).
5 – Lose 2 Levels.
6 – Steal one Race or Class card from any other player, and immediately play it to become that Race or Class.



Room

TRADER

Faithful Crew: You may have two Sidekicks at the same time.

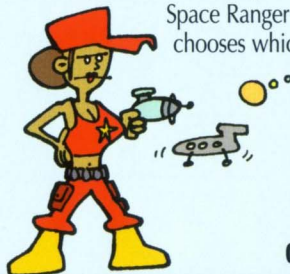
Trading: When an Item card is on top of the discard stack, you may take it by discarding Item(s), in play or from your hand, of equal or greater value. You may not do this during combat.



Class

SPACE RANGER

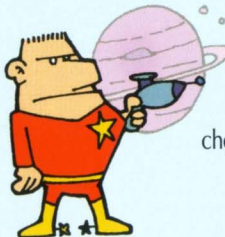
By discarding his whole hand (minimum 3 cards), the Space Ranger can force another player, whose aid would make the difference between losing and winning, to help him in combat. However, if they win, he must reward his "deputy" with either all the levels, or all the treasure; the Space Ranger chooses which.



Class

SPACE RANGER

By discarding his whole hand (minimum 3 cards), the Space Ranger can force another player, whose aid would make the difference between losing and winning, to help him in combat. However, if they win, he must reward his "deputy" with either all the levels, or all the treasure; the Space Ranger chooses which.



Class

SPACE RANGER

By discarding his whole hand (minimum 3 cards), the Space Ranger can force another player, whose aid would make the difference between losing and winning, to help him in combat. However, if they win, he must reward his "deputy" with either all the levels, or all the treasure; the Space Ranger chooses which.



Class

SPACE RANGER

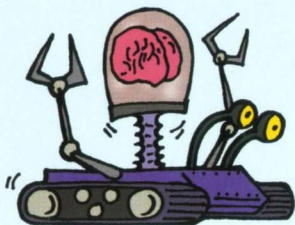
By discarding his whole hand (minimum 3 cards), the Space Ranger can force another player, whose aid would make the difference between losing and winning, to help him in combat. However, if they win, he must reward his "deputy" with either all the levels, or all the treasure; the Space Ranger chooses which.



Class

CYBORG

Starts at Level 2. A Level 1 character who becomes a Cyborg becomes Level 2. A Cyborg character can never go below Level 2, in the same way that normal characters can't go below Level 1. If killed, the Cyborg may choose instead to lose 2 Levels (or go to Level 2) and stay alive.



Race

BUG

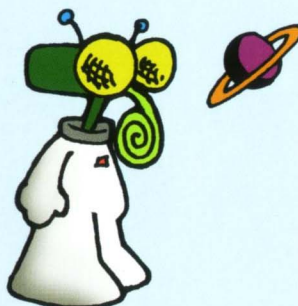
Bugs are highly adaptable, and master scavengers. Whenever a Race or Class card is discarded, you may discard any two cards and grab the discard.



Race

BUG

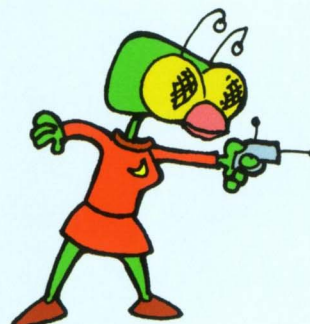
Bugs are highly adaptable, and master scavengers. Whenever a Race or Class card is discarded, you may discard any two cards and grab the discard.



Race

BUG

Bugs are highly adaptable, and master scavengers. Whenever a Race or Class card is discarded, you may discard any two cards and grab the discard.



Race

BUG

Bugs are highly adaptable, and master scavengers. Whenever a Race or Class card is discarded, you may discard any two cards and grab the discard.



Race

INSANE

+5 TO LEVEL OF MONSTER



Play during combat. If the monster is defeated, draw 1 extra Treasure.

SHAPE-CHANGING

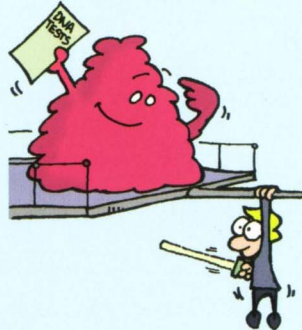
+10 TO LEVEL OF MONSTER



Play during combat. If the monster is defeated, draw 2 extra Treasures.

I AM YOUR FATHER!

+10 TO LEVEL OF MONSTER



Play during combat. If the monster is defeated, draw 2 extra Treasures.

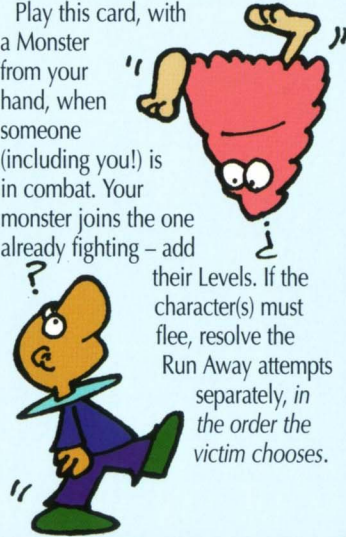
WANDERING MONSTER

Play this card, with a Monster from your hand, when someone (including you!) is in combat. Your monster joins the one already fighting – add their Levels. If the character(s) must flee, resolve the Run Away attempts separately, in the order the victim chooses.



WANDERING MONSTER

Play this card, with a Monster from your hand, when someone (including you!) is in combat. Your monster joins the one already fighting – add their Levels. If the character(s) must flee, resolve the Run Away attempts separately, in the order the victim chooses.



PSYCHIC

You get +2 to any combat when you fight *alone* – that is, if you don't ask another player to help you.

You can discard one card at any time (even during combat) to *either*:

Read Minds: Look at any other player's hand. You may not show it to other players.

See the Future:

Look at (but do not draw, rearrange, or show to others) the next three cards in either deck.



Class

GADGETEER

Tech Wiz: You can use as many Complex gadgets as you can carry.

Disarm Traps: Any time you draw a face-up Trap card, you may discard any two cards and discard the trap as well. This does not help you against Traps played on you by your fellow munchkins.



Class

BOUNTY HUNTER

New Contract: When a Monster card is on top of the discard stack, you may discard your entire hand and take it. You may not do this during combat.

Freelance Work:

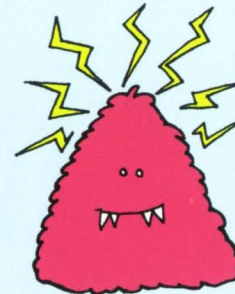
You draw a face-down Station card as a reward after you help someone else kill a monster.



Class

TELEPATHIC

+5 TO LEVEL OF MONSTER



Play during combat. If the monster is defeated, draw 1 extra Treasure.

MISUNDERSTOOD

-5 TO LEVEL OF MONSTER



Play during combat. If the monster is defeated, draw 1 fewer Treasure.

TRAP! ACID JET



LOSE THE ARMOR
YOU ARE WEARING

SUPER MUNCHKIN

You may have two Class cards, and have all the advantages and disadvantages of each.



HALF-BREED

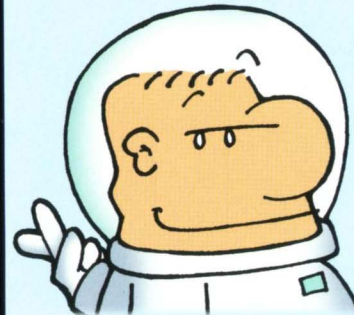
You may have two Race cards, and have all of the advantages and disadvantages of each. Or you may have one Race card and have all of its advantages and *none* of its disadvantages (for example, monsters that hate Felines will have no bonus against a half-Feline).

Lose this card if you lose your Race card(s).



CHEAT!

You may have and use any one item that would otherwise be against the rules. Put this card with that item. Discard it when you lose that item.



STAR
MUNCHKIN

TRAP! THE MOST FIENDISH TRAP OF ALL!

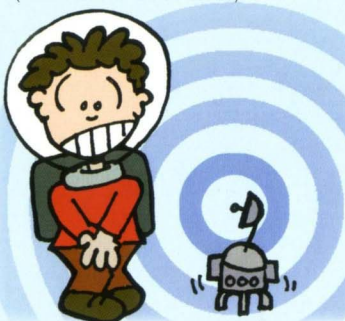
The player to your left goes through the discards and picks one monster. It attacks you now; if you are already in combat, it joins the combat.

If you have this Trap in your hand, it may only be played when the target is in combat or has just kicked down a door.



TRAP! SUPPRESSOR FIELD

Lose all special powers of your Race(s) until you discard either your Race card(s) or your entire hand (minimum of three cards).



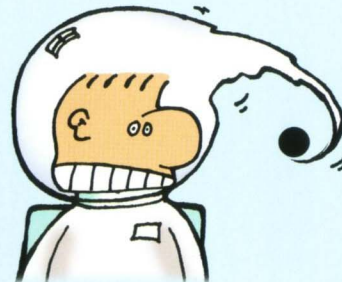
LOSE RACE POWERS

TRAP! ORBITAL DECAY



LOSE 1 LEVEL

TRAP! BLACK HOLE



LOSE THE HEADGEAR
YOU ARE WEARING

TRAP! BIG BANG



LOSE THE FOOTGEAR
YOU ARE WEARING

NACHO FLAVORED YOGURT GRENADE

Play during any combat. +3 to either side. Usable once only.



200 Credits

CAN OPENER GRENADE

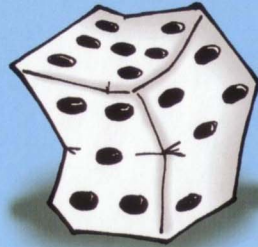
Play during any combat. +5 if used to aid a player. If used to aid a monster, one player in the combat (grenade thrower's choice) loses his armor. Usable once only.



300 Credits

LOADED DIE

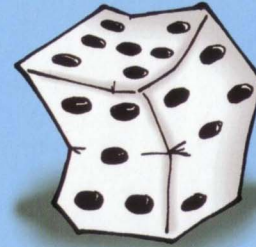
Play after you roll the die, for any reason. Change the roll to the number you want. Usable once only.



300 Credits

LOADED DIE

Play after you roll the die, for any reason. Change the roll to the number you want. Usable once only.



300 Credits

SMART BOMB

Play during any combat. +6 to either side . . . if it works. Roll a die. On a 1-4, the bomb is afraid to go off; keep the card. On a 5 or 6, it goes off. Usable once only.



300 Credits

CONTINUITY ERROR

Play this card at any time and discard an Armor card you have in use. You may now go through the discards and pick a replacement Armor card.



CRAWL THROUGH AIR VENTS

Play this card when you are fighting a monster. You get a +5 bonus to this combat, and if you have to Run Away anyway, your escape is automatic unless the monster's Bad Stuff allows no chance to escape.

Discard after use.



DIRECTOR'S EDITION SPECIAL CUT

Play this card when you fight a monster and lose. Instead of Running Away, discard all one-shot cards and monster enhancers that have been played for either side. Return Wandering Monsters to those who played them, and restart the combat as though the door had just been kicked down.

Discard after use.



SUSPENDED ANIMATION

Play this card when you are in combat. Remove a single monster from the combat and put it in your hand. If Wandering Monster or any enhancing cards were played on it, return them to their owners.

Discard after use.



MULTIPLYING GRENADE

Play during any combat. +2 to either side, against each fighter on that side (so, for example, if it is used against two Munchkins fighting together, it counts as +4). Usable once only.



100 Credits

DISCOVER A NEW
LIFE FORM



GO UP A LEVEL

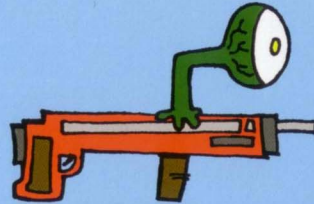
ASTRO-FOOD



GO UP A LEVEL

+5 Bonus
GAZER

Can be combined with other laser weapons into a single 2-handed weapon.

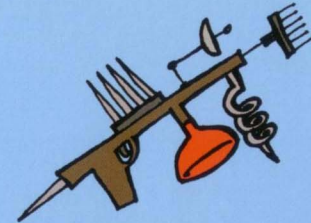


Complex
2 Hands

1,000 Credits

+4 Bonus

Usable by Bug Only
ALIEN BACKSCRATCHER



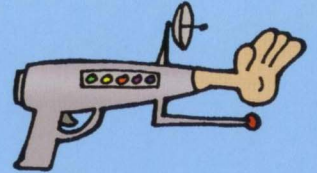
Complex
2 Hands

900 Credits

+4 Bonus

GOAWAYSER

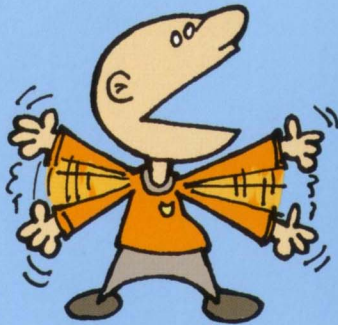
Can be combined with other laser weapons into a single 2-handed weapon.



2 Hands

800 Credits

TECHNOBABBLE



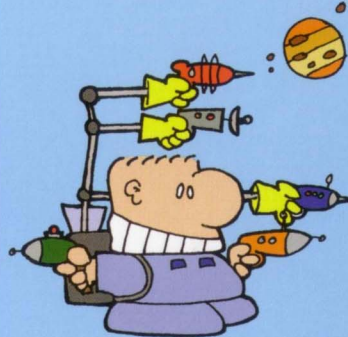
GO UP A LEVEL

RECORD CHARACTER
STATS IN BASE 8



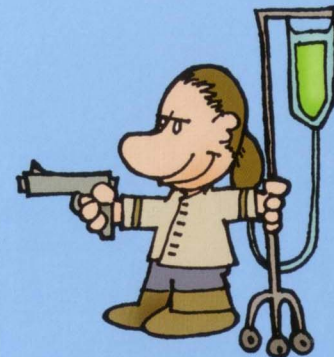
GO UP A LEVEL

IN SPACE, NO ONE
CAN HEAR YOU CHEAT



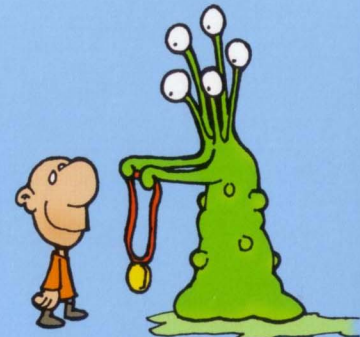
GO UP A LEVEL

ENHANCE YOUR
MICRO-CHLORIDIANS



GO UP A LEVEL

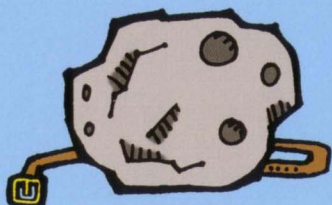
EARN THE THANKS OF
INTELLIGENT BEINGS
EVERYWHERE



GO UP A LEVEL

+3 Bonus

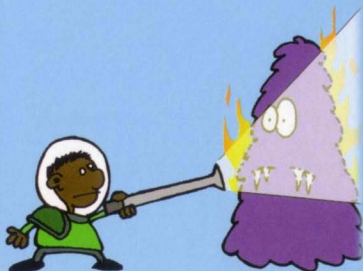
Usable by Bug Only
ASTEROID BELT



600 Credits

+3 Bonus

Usable by Space Ranger Only
10-CELL FLASHLIGHT



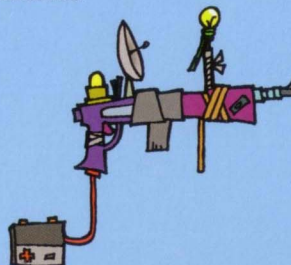
1 Hand

400 Credits

+3 Bonus

EXPERIMENTAL

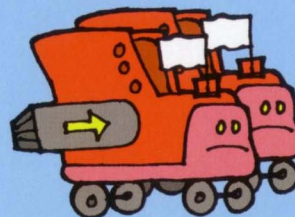
This card must be placed with an item that gives a combat bonus. That item is now the Experimental (whatever), and gives an extra +3 in combat. It becomes Complex, if it was not already. This card goes with the item if it is lost, stolen, or discarded.



-2 PENALTY

Not Usable by Space Ranger
AUTOFLEE 1000

Gives you +2 to Run Away, but costs you 2 levels in combat due to constant involuntary rearward motion!



Footgear

400 Credits

+2 Bonus

(+3 for Psychics)
PSI HELMET

Non-Psychics may burn out the helmet to gain any Psychic power for a single use. Discard this card (it counts as any required discard for the power).

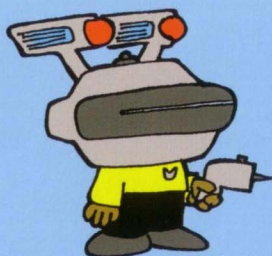


Headgear

400 Credits

+4 Bonus

Usable by Space Ranger Only
HELM OF THE ENTERPRISE



Complex
Headgear

600 Credits

+4 Bonus

PLASMA CANNON



IMAGE COPYRIGHT (C) 2009 THE TAYLER CORPORATION

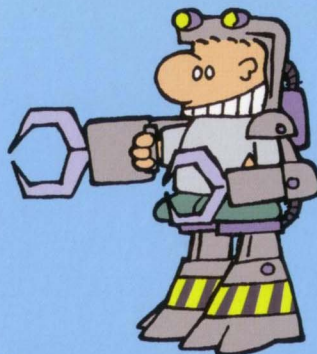
1 Hand

1,200 Credits

+4 Bonus

EXOSKELETON

Requires one hand on the controls at all times...



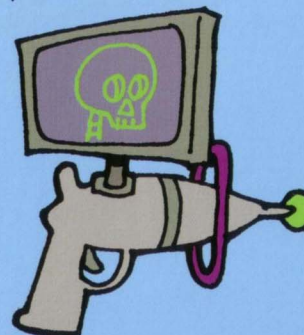
Complex
1 Hand
Armor

1,200 Credits

+3 Bonus

X-RAYSER

Can be combined with other laser weapons into a single 2-handed weapon.



2 Hands

600 Credits

+3 Bonus

Not Usable by Bug
SPRAYSER

Can be combined with other laser weapons into a single 2-handed weapon.



2 Hands

600 Credits

KLAATU BARADA NECKTIE

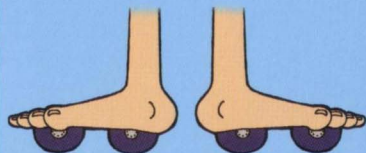
Its tasteful design pulls any outfit together! You may have any *number* of Armor cards in play.



700 Credits

RETRACTABLE WHEELS

Gives you +1 to Run Away. At other times, the wheels retract, so this item cannot be lost to Traps or Bad Stuff.



Footgear

400 Credits

GARAGE DOOR OPENER

Use it to instantly close any door. Discard a just-revealed Monster or Room card, and proceed as though the player whose turn it is had just successfully Run Away.

Then either discard three of your own cards, or discard this card.



1 Hand

400 Credits

COSMIC STRING

If a Feline helps the owner of the Cosmic String in combat, that Feline goes up a level, in addition to any other rewards earned.



400 Credits

STAR
munchkin

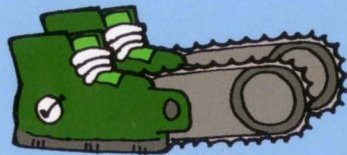
+2 Bonus HEAT-SEEKING ARMOR-PIERCING SPITWAD

Look, guys! (ptoo) No hands!



600 Credits

+2 Bonus BUZZBOOTS



Footgear

600 Credits

+2 Bonus STRATEGICALLY PLACED RIBBONS

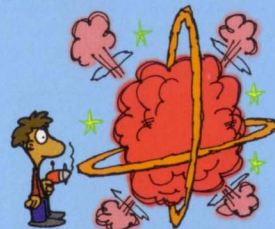


Armor

400 Credits

+2 Bonus WITH IMPROVED SPECIAL EFFECTS

This card must be placed with an item that gives a combat bonus. That item is now the (whatever) with Improved Special Effects, and gives an extra +2 in combat. This card goes with the item if it is lost, stolen, or discarded.



+1 Bonus GREEN PAINT



Armor

100 Credits