

# MUNCHKIN<sup>™</sup> BOOTY

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Ye playtesters who sent good ideas an' don't see 'em here, fear not. The first supplement be comin' soon.

As has become our frequent custom, two of the cards in this set were auctioned off at WarpCon (Cork, Ireland) for charity, and John Kovalic drew the winners as seafaring munchkins. Thanks to Donal Behal (the male Super Munchkin) and Niall Bole (the Eyepatch guy) for their very generous contribution to childrens' hospitals! Arr, some pirates be good guys indeed.

Playtesters: Alfredo, Jimmie Bragdon, Matthew Brown, Jason Cates, Richard Dodson, Clifford Elder, Claire Ford, Chris Galvan, Andrew Hackard, Freya Jackson, Richard Kerr, Birger Kraemer, Charles Leake, Fade Manley, Randy Scheunemann, Marcia Schoonover, Will Schoonover, Tom Smith, Wendy Smith, Nicholas Vacek, and Loren Wiseman

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## ARRRRRR ME BUCKOS . . .

It's time to kick down doors, kill monsters, and take their stuff . . . on the seven seas. Now the munchkins are scurvy seafarers, talking with the worst accents they can manage!

*Munchkin Booty* is based on the original *Munchkin* and can be combined with it, or with any of the other *Munchkin* card games (see the last page).

This game includes 168 cards, these rules, and one die.

## SETUP

Three to six can play. You will need 10 tokens (coins, poker chips, gold doubloons, whatever – or any gadget that counts to 10) for each player.

Divide the deck into the Door cards (with a gunport on the back) and the Treasure cards (with a pile of treasure on the back). Shuffle both decks. Deal two cards from each deck to each player.

## CARD MANAGEMENT

Keep separate face-up discard piles for the two decks. When a deck runs out, reshuffle its discards. If a deck runs out and there are no discards, nobody can draw any of that kind of card!

**Your Hand:** Cards in your hand are not in play. They don't help you, but they can't be taken away except by cards that specifically affect "your hand" rather than the items you are carrying. At the end of your turn, you may have no more than 5 cards in your hand.

**Carried Items:** Treasure cards can be played in front of you to become "carried items." See **Items**, below.

**When Cards Can Be Played:** Each type of card can be played at a specified time (see below).

Cards in play may not be returned to your hand – they must be discarded or traded if you want to get rid of them.

## CHARACTER CREATION

Everyone starts as a Level 1 character with no class. (We never get tired of that joke, arrr.)

Look at your initial cards. If you have any **Class** or **Accent** cards, you may (if you like) play one of each type by placing it in front of you.



If you have any **Item** cards, you may play them by placing them in front of you. If you have any doubt about whether you should play a card, you could read below, or you could just charge ahead and do it.

## STARTING AND FINISHING THE GAME

Decide who goes first in any way that you can agree on. (Snickers.)

Play proceeds in turns, each with several phases (see below). When the first player finishes his turn, the player to his left takes a turn, and so on.

The first player to reach 10th level wins . . . but you *must* reach 10th level by killing a monster. If two players kill a monster together and reach 10th level at the same time, they both win.

## TURN PHASES

(1) **Open A Door:** Draw one card from the Door deck and turn it face up. If it's a monster, you must fight it. See **Combat**. Resolve the combat completely before you go on. If you kill it, go up a level (or, for a big monster, two levels – it will say so on the card).

If the card is a curse – see **Curses**, below – it applies to you immediately (if it can) and is discarded.

If you draw any other card, you may either put it in your hand or play it immediately.

(2) **Look For Trouble:** If you did NOT encounter a monster when you first opened the door, you now have the option of playing a monster (if you have one) **from your hand** and fighting it, as described above. Don't play a monster you can't handle, unless you're sure you can count on getting help!

(3) **Loot The Room:** If you killed a monster, take the number of Treasures shown on the monster card. Draw them face down if you killed the monster alone, or face up if you had help.

If you met a monster but ran away, you don't get to "loot the room."

If you did not meet a monster, or you met a friendly monster, you search the room . . . draw a second card from the Door deck, face down, and place it in your hand.

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(4) **Charity:** If you have more than five cards in your hand, give the excess to the player with the lowest level. If players are tied for lowest, divide the cards as evenly as possible, but it's up to you who gets the bigger half. If YOU are the lowest or tied for lowest, just discard the excess.

It is now the next player's turn.

## COMBAT

To fight a monster, check the Level at the top of its card. If your own Level, plus the Bonus from any items you are carrying, totals more than the monster's Level, you kill it. Some monster cards have special powers which affect combat – a bonus against one Class or Accent, for instance. Be sure to check these before resolving combat.

You may also use one-shot cards, such as Bilgewater or Loaded Die, from your hand during combat. A card is a one-shot if it says "Usable Once Only," or if it gives a Level increase.

You cannot trade items, or play non-one-shot items from your hand, while combat is going on.

If other players interfere by adding another monster (a Wandering Monster or a "Shark" monster) to the fight, you must defeat their combined levels. If you have the right cards, you can eliminate one monster from the combat and fight the other normally, but you cannot choose to fight one and run from the other(s). If you eliminate one with a card but then run from the other(s), you don't get any treasure.

If you kill a monster, you automatically go up a level (two levels for some very dangerous monsters). If you were fighting multiple monster cards, you go up a level for each monster killed! But if you defeat a monster without killing it, you NEVER go up a level.

Discard the monster card(s) and draw treasure (see below). But note: someone may play a hostile card on you, or use a special power, just as you think you have won. When you kill or otherwise defeat a monster, you must wait a reasonable time, defined as about 2.6 seconds, for anyone else to speak up. After that, you have really killed the monster, and you really go up a level and get the treasure, though they can still whine and argue.

If you cannot defeat the monster, you have two choices: ask for help or run away.

## Asking For Help

You may ask any other player to help you. If he refuses, you may ask another player, and so on, until they all turn you down or someone helps. Only one player can help you.

You can bribe someone to help. In fact, you'll probably have to. You may offer him any Item(s) you are currently carrying, or any number of the Treasure cards the monster has. If you offer him part of the treasure, you must agree whether he picks first, or you pick first, or what.

When someone helps you, you add his Level and his Bonuses to yours.

The special abilities or vulnerabilities of the monster also apply to your helper, and vice versa. For instance, if you are not a Merchant, but a Merchant helps you, the **Almighty Cod** will be a -3 against you. But if you are facing **Sir Francis Drake** and a munchkin with a Spanish accent helps you, the foe's level is **increased** by 5 (unless you, too, are Spanish and the foe's level has **already** been increased . . . don't increase it twice).

If someone successfully helps you, the monster is slain. Discard it, draw treasure (see below), and follow any special instructions on the monster card. You still go up a level for each slain monster. Your helper does **not** gain levels.

If nobody will help you . . . or if somebody tries to help, and the other players hurt you or help the monster so the two of you still cannot defeat it . . . you must run away.

## Running Away

If you run away, you don't get any levels or treasure. You don't even get to loot the room (that is, draw a face-down Door card). And you don't always escape . . .

Roll the die. You only escape on a 5 or better. Some items make it easier or harder to run away. And some monsters are fast, and give you a penalty to your roll.

If you escape, discard the monster. You get no treasure. There are usually no bad effects . . . but read the card. Some monsters might hurt you even if you get away from them!

If the monster catches you, it does Bad Stuff to you, as described on its card. This may vary from losing an item, to losing one or more levels, to Death.

If two players are cooperating and still can't defeat the monster(s), they must both flee. They roll separately. The monster(s) CAN catch them both.

If you are fleeing from multiple monsters, you roll separately to escape each one, in any order you choose, and suffer Bad Stuff from each one that catches you as soon as it catches you.

## Death

If you die, you lose all your stuff. You keep your Class(es), Accent(s) and level – your new character will look just like your old one.

**Looting The Body:** Lay out your hand beside the cards you had in play. Starting with the one with the highest level, each other player chooses one card . . . in case of ties in level, roll a die. If your corpse runs out of cards, tough. After everyone gets one card, the rest are discarded.

Your new character appears immediately and can help others in combat on the next turn . . . but you have no cards.

On your next turn, start by drawing two from each deck, face-down, and playing any Accent, Class, or Item cards you want to, just as when you started the game.

## Treasure

When you kill a monster, you get its Treasure. Each monster has a Treasure number on the bottom of its card. Draw that many treasures. Draw face-down if you killed the monster alone. Draw face-up, so the whole party can see what you got, if someone helped you.

Treasure cards can be played as soon as you get them. Item cards can be placed in front of you. Go Up A Level cards can be used instantly.

## CHARACTER STATS

Each character is basically a collection of weapons, armor, and items, with three stats: Level, Accent, and Class. For instance, you might describe your character as "an 8th-level Spanish Pirate with Booty Boots, an Eye Patch, and a Spanish Helmet, sailing a Cutter with a Poop Deck."

Your character's sex starts off the same as your own.

**Level:** This is a measure of how generally buff and studly you are. (Monsters have levels, too.) Keep track of your level by placing tokens in front of you. Level ranges from 1 to 10. You will gain and lose levels constantly during play.

You gain a level when you kill a monster, or when a card says that you do. You can also sell items to buy levels (see **Items**).

You lose a level when a card says that you do. Your level can never go below 1. However, your effective level in a combat can be negative, if enough bad cards are played on you.

**Accent:** Characters speak with a **British, Dutch, French, or Spanish** accent. If you have no Accent card in front of you, you have no accent.

Each Accent allows you different special abilities or penalties (see the cards). You gain the abilities of an Accent the moment you play its card in front of you, and lose them as soon as you discard that card.

You can discard an Accent card at any time, even in combat: "I don't wanna sound Spanish any more."

You may not have more than one Accent at once unless you play the **Bilingual** card. You may not have two copies of the same Accent card in play.

When a *Munchkin Booty* card mentions (for instance) “French,” it always means a French accent, even if it does not say so. The monsters hear the accent and assume you’re really French.

*Flavor Note:* You do not have to speak with your Accent(s), but if you do, we here at Port Munchkin will be pleased. We are sure that thanks to the wonders of television, you can do an obnoxious French, British, or Spanish accent. Our friends from the Netherlands don’t get as much screen time, though, so if you don’t know how to sound like a Dutchman, you may agree to fake it with any other accent, up to and including Valley Girl. Gag me with a spoon, matey!

**Class:** Characters may be **Merchant**, **Navy**, or **Pirate**. If you have no Class card in front of you, you have no class. Yeah, I know, we did that one already.

Each Class has different abilities, shown on the cards. You gain the abilities of a Class the moment you play its card in front of you, and lose them as soon as you discard that card. Some Class abilities are powered by discards. You may discard any card, in play or in your hand, to power a special ability. Note that if you have NO cards in your hand, you cannot “discard your whole hand.”

See the Class cards for when abilities can be used.

You can discard a Class card at any time, even in combat: “I don’t wanna be a Pirate any more.” When you discard a Class card, you become classless until you play another Class card.

You may not belong to more than one Class at once unless you play the **Super Munchkin** card. You may not have two copies of the same Class card in play.

## ITEMS

Each Item card has a name, a power, a size, and a value in gold pieces.

An item card in your hand does not count until you play it; at that point, it is “carried.” You may carry any number of small items, but only one Big one. (Any item not designated Big is considered Small.)

Anyone may carry an item, but some items have special use restrictions. For instance, the **Silver Long Johns** can only be worn by a Pirate. Its bonus only counts for someone who is, at the moment, a Pirate.

You may also use only one headgear, one item of armor, one set of footgear, and two “hand” items (or one “two hands” item), unless you have cards or special abilities that let you use more or the other players don’t catch you. If you are carrying two headgear items, for instance, only one of them can help you.

You should indicate items that can’t help you, or extras not being worn, by turning the cards sideways. You may NOT switch items during a combat or while running away.

**Selling Items for Levels:** During your turn, you may discard items worth 1,000 gold pieces and immediately go up one level. If you discard (for instance) 1,100 gold pieces worth, you don’t get change. But if you can manage 2,000 worth, you can go up two levels at once, and so on. You may sell items from your hand as well as those you are carrying.

You may not sell, trade, or steal items DURING a fight once you expose a monster card, you must finish the fight with the items you have in play.

## WHEN TO PLAY CARDS

Instructions on the cards always override the general rules. However, no card can reduce a player or monster to Level 0 or below, and no player can reach Level 10 except by killing a monster.

## Monsters

If drawn face-up, during the “Open A Door” phase, they apply to the person who drew them. They must be fought immediately.

If acquired any other way, they may be played during “Looking For Trouble,” or played on another player with the **Wandering Monster** card.

For rules purposes, each Monster card is a single monster, even if the name on the card is plural.

## Monster Enhancers

**Bloodthirsty** and similar enhancers raise the level of monsters (and **Lily-Livered** lowers the level). **Wandering Monster** brings another monster to join a battle. These cards may be played during any combat.

All enhancers add together. If **Legendary**, **Bloodthirsty**, and **Accursed** are played together, in any order, you are facing a legendary bloodthirsty accursed monster. However, if there are multiple monsters in the combat, the player who plays the enhancer must choose which one it applies to.

## Treasures – Playing Them

Most Treasure cards are items. Items either have a value or say “No Value.” Items may be played to the table as soon as you get them, or at any time during your own turn.

Other Treasure cards are “specials” (like **Go Up A Level**). You may use these at any time, unless the card itself says otherwise. Follow its instructions; then discard it.

## Treasures – Using Them

Any one-shot (“usable once only”) card can be played during any combat, whether you have it in your hand or on the table.

Other items cannot be used unless they are in play. If it’s your turn, you can play them and use them immediately. If you are helping someone, or fighting out of turn for some reason, you cannot play new items from your hand to the table.

## Curses

If drawn face-up, during the “Open A Door” phase, Curse cards apply to the person who drew them.

If drawn face-down or acquired some other way, they may be played on ANY player at ANY time. Reducing someone’s abilities just as he thinks he has killed a monster is a lot of fun.

A curse affects its victim immediately (if it can) and is discarded. **Exception:** The card which changes your sex, **Sextant Broken**, gives a penalty on your next fight. If you are not in a fight when it is played on you, keep the card until your next fight as a reminder.

If a curse can apply to more than one item, the victim decides which item is lost or cursed.

If a curse applies to something you don’t have, ignore it. For instance, if you draw **Lose Your Armor** and you have no armor, nothing happens; discard the curse.

## Classes and Accents

These cards may be played to the table as soon as they are acquired, or at any time during your own turn.

## Bilingual and Super Munchkin

These are cards that let you have, respectively, two Accents and two Classes.

You can play **Bilingual** any time you have one Accent in play. You may add a second Accent at the same time or later, as long as you still have **Bilingual** out. You lose **Bilingual** at any time you have no Accent card in play.

You can play **Super Munchkin** any time you have one Class in play and you have a second Class card to add to it. You lose **Super Munchkin** if you lose either of your Class cards.



## Ships

Dear to a seafaring munchkin's heart (as of now) is his sturdy Ship. Because, of course, it gives bonuses. Ships are found in the Door deck.

Normally, no player can have more than one Ship. Cheat cards and special powers can allow extra ships.

Ships are Items, and follow normal Item rules. Anything that affects an Item can affect a Ship.

Ships carry themselves. A Ship is "Big," but it does not count against the number of Big items you can carry (in fact, some let you carry extra Big things). The "Big" designation on Ships is to control what Traps and Curses affect them, and to keep Thieves in a blender game from pocketing them and walking off.

There are also a few Items that specifically enhance Ships. Ships can also be enhanced by regular "Item Enhancers" from other sets, if those Enhancers otherwise apply. Enhancers cannot be moved between Ships. A Ship with an Enhancer has the Enhancer's gold value added to its own.

If a Ship gives a bonus or penalty to Run Away, that specifically replaces any bonus that its owner gets from Footgear, Steeds (in a blender game), or other possessions. If your Ship gives you a penalty to Run Away, you may discard the Ship before you roll to flee. You don't suffer the penalty, but the Ship goes to the discard pile.

And . . . if you have more than one Ship, you get all their combat bonuses and the best Run Away bonus. You may ignore any penalty from one ship that the other doesn't also give you, because, being a munchkin, you are always on the best ship at any particular moment.

## OTHER MUNCHKIN STUFF

There will be times when it will help you to play a Curse or Wandering Monster on yourself, or to "help" another player in a way that costs him treasure. This is very munchkinly. Do it.

## Trading

You may trade Items (but not other cards) with other players. You may only trade items from the table – not from your hand. You may trade at any time except when you're in combat – in fact, the best time to trade is when it's not your turn. Any item you receive in trade must go to the table; you can't sell it until it's your turn.

You may also give items away without a trade, to bribe other players – "I'll give you my Thigh Boots if you won't help Bob fight the Jellyfish!"

You may show your hand to others. Like we could stop you.

## Interfering With Combat

You can interfere with others' combats in several ways:

**Use a one-shot card.** If you have a card like Grog, you could help someone by throwing it against his foe. Of course, you can "accidentally" hit your friend with the card, and it will count against him.

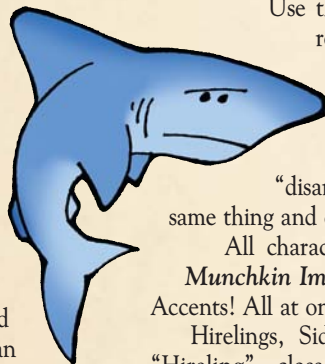
**Play a card to enhance a monster.** See Monster Enhancers, above. You can play these either during your own combats or during someone else's combat.

**Play a wandering monster.** This sends a monster from your hand to join any combat.

**Curse them,** if you have a Curse card.

## "Shark" Monsters

The ocean is full of sharks . . . and when one appears there are more nearby. Whenever any Shark is in a combat, any player may play any other Shark from his hand to join it. Some Sharks don't have "Shark" in the monster name, but they all have a "Shark" tag above the monster name.



## Rules Contradictions or Disputes

When the cards disagree with the rules, follow the cards. Any other disputes should be settled by loud arguments among the players, with the owner of the game having the last word.

## DESIGNER'S NOTE

I have wanted to do a pirate *Munchkin* game for years, but I always stumbled on the fact that – while historically there were several different sorts of pirates and privateers – they weren't different enough to give me funny Classes. My thanks to Brian Hogue for suggesting that Pirate should be one Class, leaving entirely different types of seafarers as the other Classes. After that breakthrough, the rest of this game fell into place, arrrr. Monica Stephens is responsible for the excellently silly idea that the pirates should not have "nationalities" as such, but should talk in Accents instead.

The faithful *Munchkin* player will note that the dungeon paradigm COMPLETELY breaks down in this genre. We are sailing the seven seas in search of plunder, yet at the same time we are "opening doors" and "looting rooms." Yarrrr! We be munchkins an' we don't CARE!

## CROSSOVER NOTES

If you combine this set with *Munchkin Impossible*, Accents are NOT the same as Loyalties. You can be loyal to the British and have a British accent, but you can also be loyal to the Russians and have a French accent. Or whatever. Historically, the days of the pirates were crawling with spies, but don't let the realism keep you from doing it.

## COMBINING THIS GAME WITH OTHER MUNCHKIN SETS

Go for it! Your half-Elf, half-Mutant Russian Pirate Assassin, speaking with a French accent, can strike fear into the hearts of foes from the deepest dungeons to the depths of space. All at once.

Shuffle all the Treasure cards together. Shuffle all the Door cards together. You now have two big decks. If you have enough sets, you now have two VERY big decks.

Use the "faster play" rules (see box). Note that these rules refer to some card types that are not in this particular set! Don't panic.

Traps and Curses are treated as the same kind of card. Any reference to a Trap also means a Curse and vice versa. Yes, *Star Munchkin* Gadgeteers can "disarm" Curses. Likewise, Credits and Gold Pieces are the same thing and can be combined to buy levels, pay taxes, and so on.

All characters may have Races, Classes, *Munchkin Fu* Styles, *Munchkin Impossible* Loyalties and Training, and *Munchkin Booty* Accents! All at once!

Hirelings, Sidekicks, and *Munchkin Fu* Mooks are all the same "Hireling" class, and the Mook can sacrifice himself like a Sidekick/Hireling, but each Hireling can carry items or be enhanced only as that card says.

## FASTER PLAY

For a quicker game, each player starts with four cards from each deck, and gets four from each deck when he returns from death.

Any time an Accent, Class, *Super Munchkin*, or *Bilingual* card is on top of the discard pile, any player may discard a *Go Up A Level* card from his hand and claim it. If multiple players try to claim a card, they roll dice. The winner gets it; the loser keeps his Level card.