



MUNCHKIN TREASURE HUNT



Welcome to the dungeon! Your goal is to collect Treasures worth the most Gold. Some Treasures are just lying on the floor, but most of them are guarded by monsters who will fight to keep them . . . Good luck!

CARDS

There are two kinds of cards: Monster cards and Treasure cards.

COMPONENTS

- Gameboard
- 96 cards (26 Monsters, 70 Treasures)
- 4 blank cards for your own ideas!
(2 Monsters, 2 Treasures)
- A standie and base for each player
- Two six-sided dice (each one is called a **die**)



Monster Cards

Monster cards are used when you stop in a Room and fight a monster. (See *Fighting a Monster*, p. 2.)

SETUP

Every player (“munchkin”) chooses a standie and base and places it in the Entrance. (Don’t do what the Entrance says this time!) Shuffle the Treasure cards and deal three to each player. Place the remainder face-down in the Treasure space on the board. Shuffle the Monster cards and place them, face-down, in the Monster space on the board. Choose a player to go first (see *On Your Turn*, p. 2).

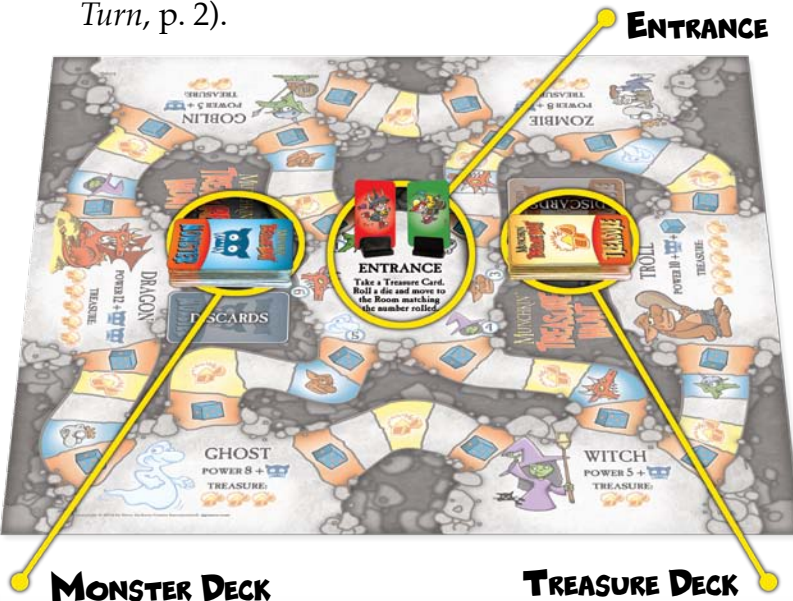
Treasure Cards

Treasure cards help you fight the monsters so you get even more Treasure. Score!

Most Treasures are **one-time** cards. Some one-time Treasures give you a bonus when fighting a monster. Other one-time Treasures let you do things like change a roll, roll an extra die, or get another one-time Treasure back to use again! After you play a one-time Treasure, put it in the Treasure discard pile.

A few Treasures are **permanent!** You can get the Bonus from up to two permanent Treasures at a time by playing them on the table in front of you. If you already have two permanent Treasures and want to play another, discard one of the permanent Treasures you already have.

Every Treasure card has a value in Gold. At the end of the game, the Gold on the Treasures in your hand is how you win! (See *Ending the Game*, p. 3.)

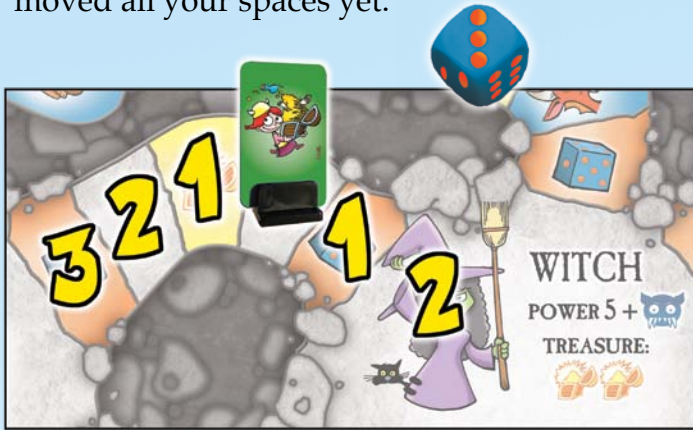


GOLD VALUE

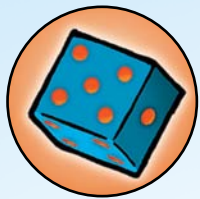
ON YOUR TURN

To start your turn, roll one of the dice. Pick a direction and move that number of spaces.

Some spaces have special effects when you end your movement on them. If you move into the Entrance or a Room, **stop**, even if you haven't moved all your spaces yet.



The green player rolled a 3. She can move three spaces left or two right, stopping in the Witch's Room.



Roll Again

When you land on a space with a picture of a die, roll again and take another move!

Monster Spaces

When you land on a space with a picture of a monster, move to that monster's Room and fight (see *Fighting a Monster*, at right).



Treasure Spaces

When you land on a space with a treasure chest, draw a free Treasure card. Sweet!

The Entrance

When you move into the Entrance, draw one Treasure and roll a die. Move to the Room with the monster matching your roll. (You cannot use an **Extra Die** card on this roll.)



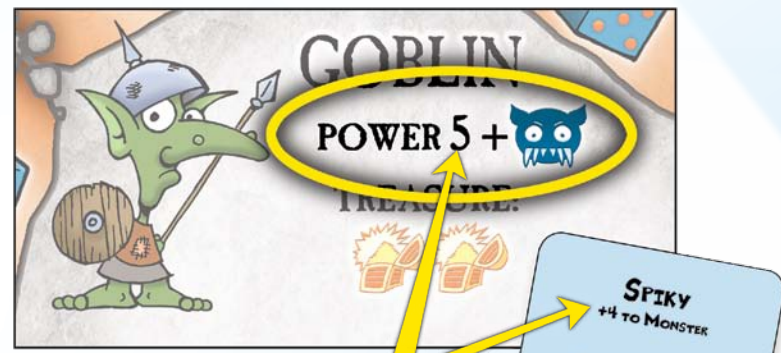
The red player draws a Treasure and rolls a 6. Now he gets to fight the Dragon!

Rooms

The board has six Rooms with monsters in them. When you move into a Room, **stop** and fight that Monster. Eeeek!

FIGHTING A MONSTER

Each Monster and each munchkin has a Power.



The Spiky Goblin has a Power of $5 + 4 = 9$.

Monster Power

When you land on a Room, draw a Monster card to find out what kind of monster you are fighting. In the example, you drew Spiky, so you are fighting a Spiky Goblin. Ouch!

The Monster's Power equals the number printed in the Room plus the number on this card. So the Spiky Goblin has a Power of 9.

(Draw a card *and* roll a die for the Troll. Draw TWO cards for the Dragon!)
 If the Monster deck is empty when you need to draw, shuffle the discards.

Your Power is 4 + 2 + 4 = 10. You win the fight!



Munchkin Power

To find your Power, roll one of the dice and add the Bonus on each permanent Treasure in front of you. You can play one-time Treasures to make yourself stronger if you want. You can also try to get help (see *Getting Help*, at right).

Who Won?

Compare the Monster's Power to the munchkin's Power. Whoever has the higher number wins! (If you are tied with the Monster, *you* win!)



When you beat the Goblin, draw two Treasures.

If you win, take the number of Treasures shown in the Room. You don't have to show anyone your new Treasures unless you had help.



If you lose, you have to **Run Away**. Roll a die and move that many spaces away from the Room, then **discard** one permanent Treasure in front of you. (If you don't have any, discard one card from your hand instead.) **Ignore** any special rules and any fights for the space you land in.

After the fight, win or lose, put the Monster card into the Monster discard pile. It's the next player's turn.

Getting Help

You don't always have to fight a Monster alone! You can ask any player within six spaces of your Room for help. If someone agrees to help, that person moves to the same Room you are in. (You can have only one helper per fight.)

Your helper rolls a die and adds the bonus from his permanent Treasures. He can play one-time Treasures if he wants to. If your combined Power beats the Monster, then you win! After you draw your Treasures, show them to everybody and let your helper choose one.

Even if you have to Run Away, **your helper doesn't**.



Your helper moves to your room.

ENDING THE GAME

The game is over when someone draws the last Treasure card. If you need to draw more Treasures than are left in the deck, shuffle the discards and draw the remaining Treasures you need.

Add up the Gold values of the Treasures still in your hand. The winner is the player with the most Gold. If players are tied for the most Gold, they all win!

MORE MUNCHKIN!

Munchkin Treasure Hunt is an introductory game, designed for younger players than our *Munchkin* card games. Visit munchkin.sjgames.com to learn about all the other *Munchkin* games we publish.

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 warehouse23.com.

Twitter. Our Twitter feed often has *Munchkin* news: twitter.com/SJGames.

Facebook. Connect with other fans on our pages for *Munchkin* (facebook.com/sjgames.munchkin) and Steve Jackson Games (facebook.com/sjgames).

For more information about this game, go to munchkin.sjgames.com/treasurehunt.



Game Design by Andrew Hackard

Illustrated by John Kovalic

Original *Munchkin* Design by Steve Jackson



Chief Operating Officer: Philip Reed
Managing Editor: Miranda Horner
Munchkin Czar: Andrew Hackard
Munchkin Hireling: Devin Lewis
Production Manager: Samuel Mitschke
Production Artist: Alex Fernandez
Prepress Checker: Miranda Horner
Marketing Director: Leonard Balsera
Director of Sales: Ross Jepson



Playtesters: Tyler Beck, Jonathan Billett, Donovan Cox, Dylan Cox, Brian Engard, Mark "Andrew" Faulkner, Alex Fernandez, Rachael Loncar, Matthew Mevis, Cameron Orwin, Phil Reed, Darryll Silva, Keri Spiller, Chelsea Surfus, Katy Thompson, and Anne Weaver.

Very special thanks to Mrs. Ruenes' students at Summitt Elementary in Austin for staying after school to help us test *Treasure Hunt*. We had fun!

Munchkin, *Munchkin Treasure Hunt*, the *Munchkin* characters, Warehouse 23, the all-seeing pyramid, and the names of all products published by Steve Jackson Games Incorporated are trademarks or registered trademarks of Steve Jackson Games Incorporated, or used under license.

Munchkin Treasure Hunt is copyright © 2014 by Steve Jackson Games Incorporated.

All rights reserved. Rules version 1.0 (October 2014).

munchkin.sjgames.com

