

MUNCHKIN BLENDER™

This set of cards is intended to be combined with one or more *Munchkin* sets. It is not a stand-alone game.

DECK BUILDING

Munchkin Blender can be used with any combination of *Munchkin* sets. However, it was designed to be used with (at least) three sets together, including both Races and Classes. If it's added to a single game, the new cards will overpower the old ones. They're supposed to be occasional Easter eggs, not a constant thing. Suggestion: Always include all the new Treasures, but use only part of the *Blender* deck of Doors if you're adding it to a smaller set of cards.

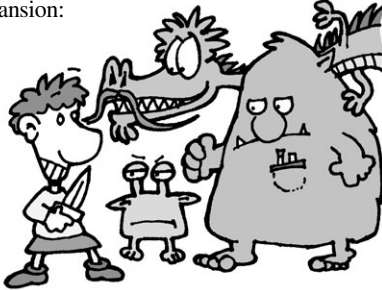
Any single set (e.g., just *Munchkin*): use only 1/3 of the *Blender* Doors.

Any single set with at least one expansion: use only half of the *Blender* Doors.

Any two sets together: use about 2/3 of the *Blender* Doors.

If you have at least two sets with at least one expansion, or three or more sets: Throw all the *Blender* Doors in there!

Special note: If the only sets in the mix are *Munchkin Fu* and *Blender*, remove a half-dozen of the Level 1 monsters from *Blender*, so as not to make it too easy on the Yakuza. If the only sets are *Munchkin Fu*, *Super Munchkin*, and *Blender*, take out the Old Edition, Half-Breed, 1/3-Breed, and Chimera cards, since *Fu* doesn't have races. If the only sets are *Munchkin Bites!* and *Blender*, take out the Old Edition, Super Munchkin, Ultra Munchkin, and Super-Duper Munchkin cards, since *Bites!* does not have classes.



WHAT A HUMONGOUS DECK!

If you have all the *Munchkin* sets, or even most of them, your piles of cards WILL be too tall. There are at least three things to do about this:

- (1) Divide each deck in half and put half on either side of the table, and let players draw from whichever stack is convenient.
- (2) Divide each deck in half and just put half out of the way; you'll never get that far anyway, and if you do, just bring the other half into play.
- (3) Keep each set together, so there's one draw pile for *Munchkin* Doors, another for *Star Munchkin* Doors, and so on. Allow players to pick what decks they draw from. This usually makes the game faster but less weird.

CARDS AND RULES

Any card or rule in any set which refers to "Cheat" also covers "Cheat With Both Hands" and "Cheat Like There's No Tomorrow."

Any card or rule in any set which refers to "Wandering Monster" also covers "Dogpile" and "Monster Mash."

All restrictions on the use of Half-Breed also apply to 1/3-Breed and Chimera. You must have at least one Race in order to play any of these cards, and if you lose all your Races, you lose the multiple-race card, too. You can only have one of these cards in play at a time. If you have any of these cards in play, you may freely discard it and replace it with one from your hand or one you just drew.

Likewise, all restrictions on the use of Super Munchkin also apply to Ultra Munchkin and Super Duper Munchkin. You must have at least two Classes to play any of these cards, and if you lose all your Classes, you lose the multiple-class card, too. You can only have one of these cards in play at a time. If you have any of these cards in play, you may freely discard it and replace it with one from your hand or one you just drew.

And likewise, if something happens to a multiple-race or multiple-class card you have in play, and you have another one in your hand, you may immediately play it, and you don't have to discard any races or classes that are permitted by the replacement card.

Always remember: No matter what kind of penalties may come up, the Level and Treasures of a monster, and the Level of a character, cannot go below 1.

ENHANCER ENHANCERS

"Enhancer enhancers" are a new type of card. They can only be played on enhancer cards which have been played on monsters. Example: You cannot take an ordinary monster and play "Incredibly" on him. He has nothing to become incredible. But if he is already (for instance) Humongous, you can make him Incredibly Humongous!

Note that the "Dancing" style in *Munchkin Fu* cannot remove an enhancer that has an enhancer enhancer on it, but it can remove the enhancer enhancer. Say that three times quickly.

Note also, just to avoid arguments: Enhancer enhancers cannot be used to power up Mooks or Monks!

GAME SUPPORT

Check out www.sjgames.com/munchkin/game . . . you never know what we might put up there next. Right now you can find Frequently Asked Questions about *Munchkin*, the most recent version of the Epic Rules, a web form to let you submit your own card ideas, and lots more.

And visit the Munchkin Guild on Yahoo! Groups: groups.yahoo.com/group/Munchkin_guild. Ask questions, share stories, get munchkiny!

Support your local game store! Ask them what's new for *Munchkin*. We have an online store at www.warehouse23.com, and since we're munchkins, too, we're always happy to take your gold pieces . . . but if you have a game shop near you, we'd rather you gave the business to them.



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Thanks once again to Erik Zane and Jan Hendriks, and to our Permanent Floating Office Munchkin Party: Michelle Barrett, Andrew Hackard, Fade Manley, Mia Sherman, Monica Stephens, Giles Schildt, and Loren Wiseman.

Munchkin, *Unnatural Axe*, *Clerical Errors*, *Star Munchkin*, *Clown Wars*, *Munchkin Fu*, *Monky Business*, *Munchkin Blender*, *Munchkin Bites!*, *Pants Macabre*, and *Super Munchkin* are trademarks of Steve Jackson Games. Warehouse 23 and the all-seeing pyramid are registered trademarks of Steve Jackson Games. *Dork Tower* characters copyright © John Kovalic. Copyright © 2004, 2005, 2007 by Steve Jackson Games Incorporated. All rights reserved. Version 1.2 (April 2007).

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