

# MUNCHKIN™ RIGGED DEMO™

Original Concept: Alex Yeager

Art: John Kovalic • Cards: Steve Jackson • Demo Development: Paul Chapman

Production: Alex Fernandez, Philip Reed, and Monica Stephens

The best way to get new people to play a game is to demonstrate it. Right? Right.

But demonstrations take too long, and players can mess you up by doing the unexpected.

So . . . the *Munchkin Rigged Demo*! This set lets you quickly stack the decks and teach one or two new players the basics of *Munchkin* in just minutes.

Along with the demonstration cards, this set includes five different kinds of promo cards. Keep some for your own games, and spread the rest around!

Note that all the *Rigged Demo* cards have a special back, so you won't get them mixed up with your REAL cards. The *Rigged Demo* fronts are taken straight from the original *Munchkin* set . . . with a special icon on the bottom. See the number in the icon? That's there to let you stack the decks quickly. Start by sorting the *Rigged 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 Chainsaw of Bloody Dismemberment, and the first Door will be the Baby.

## THE PLAY

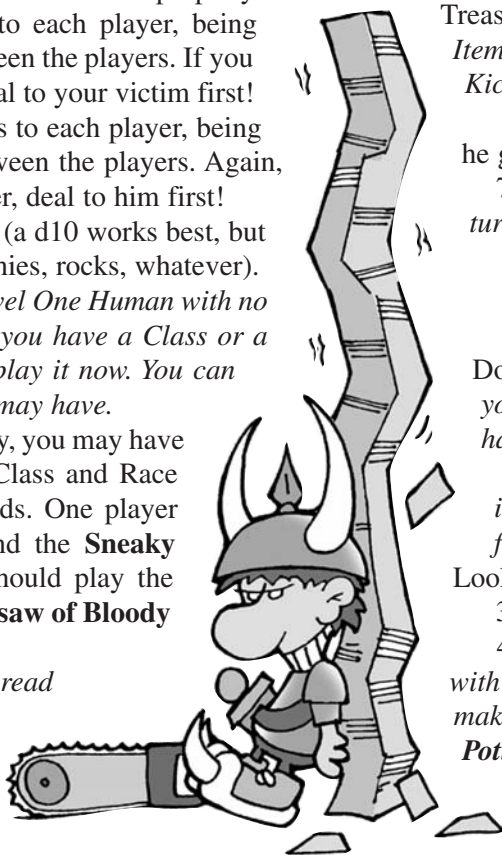
The *Rigged Demo* is a two-player game. If you are demonstrating to a single player, you will deal to yourself, and you will be the "Elf Player." If you are demonstrating to two players, you will deal but not play.

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.

### 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 best, but you can use glass stones, pennies, rocks, whatever).
- 5) *Everyone starts as a Level One 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.*
- 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 should play the **Elf Race** and the **Sneaky Bastard Sword**; the other should play the **Warrior Class** and the **Chainsaw of Bloody Dismemberment**.

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



### 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 the **Curse! Lose Your Class**.

3) *Whoa! You're cursed! But if a Curse says to lose something you don't have, it has no effect. Since the Elf does not have a Class, 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) *But if that card had hit the Warrior, he would have lost his Warrior class.*

5) (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.* He draws the **Large Angry Chicken** face-down.

6) *That ends your turn – you looted the room.*

### TURN 2 (WARRIOR PLAYER)

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

2) The Warrior has four levels; the Gelatinous Octahedron has two.

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 Gelatinous Octahedron! 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 Butt-Kicking**. *I bet you got an Item! You did, didn't you! Play it! Aha, the Boots of Butt-Kicking!*

6) The Elf should now play **Mutilate The Bodies**, so he gains a level as well. *Yes! Mutilate the bodies!*

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

### TURN 3 (ELF PLAYER)

1) **Kick down the door!** The Elf turns over the top Door card, revealing the **Enraged** 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 fight.* Since the Elf has a Monster in his hand, he Looks for Trouble, and plays the **Large Angry Chicken**.

3) The Elf has four levels; the Chicken has two.

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

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

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

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 discards the **Cheat!** card to put the **Huge Rock** into play.

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 **Shrieking Geek**.

2) *The Warrior has seven levels; the Geek has six. 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 Shrieking Geek down to size?*

4) The Warrior plays the **Baby** card, reducing the **Geek** to seven levels.

5) *Now it's 7 levels apiece. Ordinarily, monsters win ties. But the Warrior's special class power is that HE wins ties. So he's winning now.*

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

7) The Warrior has only one combat modifier left – the **Potion of Idiotic Bravery** – 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 seven levels, and the Warrior also has seven levels, for a total of 14; the Geek has 12 levels 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 Geek is slain. Do a Geek scream. 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 **Pollymorph Potion** and the **Convenient Addition Error**.

13) *So you both leveled up. And whoever got the Convenient Addition Error 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 a thousand gold pieces, and go up a level. So the Pollymorph 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 Geek wouldn't have gotten the +6, and you could have killed him by yourself.*



## WRAP-UP

1) *That concludes our Rigged 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) If you are so inclined, hand out some promo cards to players or even onlookers. Tell them how cool and abusive these cards would be in a game. People who aren't interested in that do not deserve **Munchkin** cards.

3) Point to the nearest **Munchkin**-laden shelf.

4) 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**), and the Cthulhu Mythos (**Munchkin Cthulhu**).

## THE SHORT VERSION

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

Large Angry Chicken  
Elf  
Warrior

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

Chainsaw of Bloody Dismemberment  
Convenient Addition Error

● Everyone starts as a level 1 character . . . with no class – heh heh heh. On your turn – **BAM!** – kick open a dungeon door. Flip the **Large Angry Chicken** over.

● If it's a monster, you fight it. To beat a monster, you have to beat its level. Point to level.

● Since your level is less than its level, 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 level. Flip over the **Chainsaw**, slide toward victim.

● Now, since your level 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 the **Convenient Addition Error**).

● . . . 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!