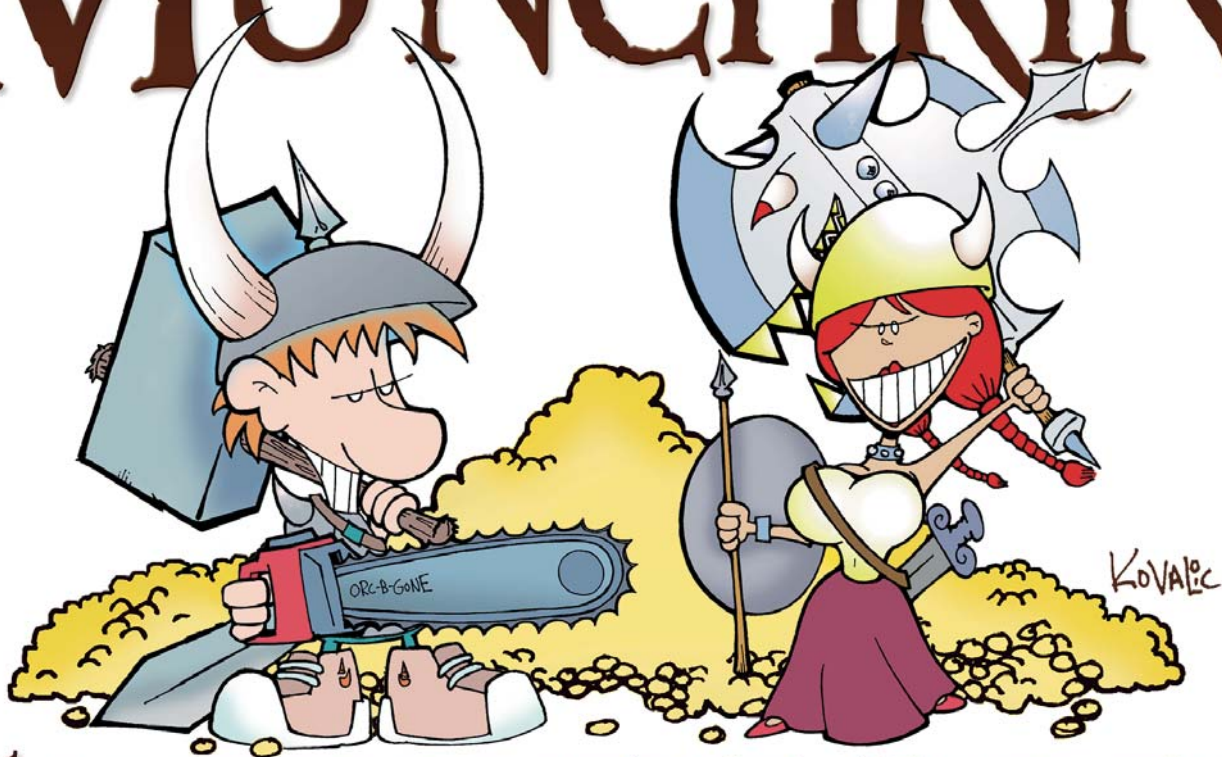


MUNCHKIN™



TOURNAMENT RULES

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SHORT VERSION

Follow the spirit of the rules, which is: The letter of the rules is more important than the spirit.

Don't cheat unless you have a Cheat card.

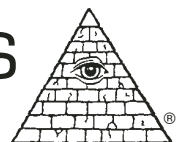
Whatever the event organizer says, goes.

For the much longer and less amusing Long Version of the *Munchkin* Tournament Rules, see p. 2.

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MUNCHKIN TOURNAMENT RULES, LONG VERSION

The *Munchkin* Tournament Rules help maintain fair and consistent worldwide tournament play for all *Munchkin* games. In order to maintain this tournament system, participants and officials must treat each other in a fair and respectful manner, following both the rules themselves and the spirit in which they were created.

GENERAL MUNCHKIN TOURNAMENT RULES

Player Eligibility

Any player is eligible to participate in an open, non-invitational *Munchkin* tournament except for the following:

- The Tournament Organizer (TO) of record;
- Any other listed judges of record;
- Other players specifically prohibited from participation by Steve Jackson Games or the hosting event (if any).

Any ineligible player participating in a *Munchkin* tournament will be subject to removal from the Tournament.

Event Knowledge Responsibilities

Competitors, judges, and organizers involved in sanctioned tournaments are responsible for knowing and following the most current version of the *Munchkin* Tournament Rules and any other applicable regulatory documents, including the game rules and official errata.

Tournament Organizer Responsibilities

The TO for an event is ultimately responsible for all tournament operations, including, but not limited to, the following:

- Selecting the site for the event;
- Providing all materials to operate the event (rules, decks, level counters, dice, and so on);
- Printing any online rules material (FAQ, errata, and so on);
- Reporting to Steve Jackson Games of all event results, including winner and any warnings, in a timely manner;
- Staffing the event with appropriate personnel;
- Advertising the tournament sufficiently in advance of the event date;

- Remaining in the location of the Tournament during play to adjudicate disputes, interpret rules, assign penalties, and make other official decisions.

The TO may choose to delegate some or all of these responsibilities. Such delegations should be made in writing whenever possible.

Player Responsibilities

Players must follow the rules interpretations and guidelines for play set forth by the Official *Munchkin* Tournament Rules, the TO, and other tournament officials. Players are expected to behave in a respectful and sportsman-like manner at all times. Players are not permitted to waive penalties on behalf of their opponents. The judge must ensure that the appropriate penalty, if any, is imposed.

Judge Responsibilities

All judges have the responsibility to deliver fair, impartial rulings and to assist the TO and other tournament officials to ensure a smooth tournament. Judges must take action to resolve any rules infraction they notice, or that is brought to their attention, in a timely manner. If a judge uses more than one minute to make a ruling, he or she may extend the game time appropriately. The extra time must be clearly communicated and recorded immediately.

Appeals to the TO

If players should disagree with a judge's decision, they are free to appeal the ruling to the TO, who has the right to overrule the judges' decisions. Players may not appeal to the TO before the judge responding to the situation renders an initial decision. The TO's decision is final.

TOURNAMENT MECHANICS

Round Structure

Munchkin tournaments shall consist of a minimum of three rounds. After the preliminary two (or more) rounds, the players are ranked according to their Tournament Levels. Ties for any of the top rankings shall be resolved using any fair random method. A minimum of the four highest-ranked players shall advance to the final round; the TO sets the actual number of advancing players.

Round Time Limits

Each round in the tournament has a time limit. The minimum time limit used in *Munchkin* rounds is 30 minutes. The time limit must be announced before play begins. The Final Round may last longer than the preliminary rounds, at the TO's option.

When the round is over, the judge will direct all players to put their cards down. All play must immediately cease.

Pre-Game Procedure

The following steps must be performed in order before each game begins.

The version of *Munchkin* is announced, along with any supplements, promotional cards, and/or special items being used. Printed rules should be made available for reference. It is assumed that all bookmarks, T-shirts and other special *Munchkin* releases from SJ Games will be valid in any tournament unless specifically announced otherwise.

The time limit, Level Goal, number of rounds, and number of players in the final round are announced.

The decks are shuffled by a judge. The judge may separate the decks into halves and allow the players to shuffle, as long as no single player shuffles one entire deck.

All Level Counters are set to "1."

Determine which player will go first, by random roll or other thematically appropriate selection method.



Tardiness

Players are expected to be in their seats when each round begins. Players arriving at their seats after the round begins may be dealt into the game after all other players have taken a turn, effectively causing the tardy player to lose a turn. Players who fail to arrive at their seats within 5 minutes of the scheduled start of a round will not be allowed to play in that round.

In-Game Breaks

Players should take any necessary personal breaks between rounds, but if it is necessary to take a break during the game, a judge should be called first to ensure that the proper amount of time is given to the game (extending the time limit for that table as needed).

Leaving Early

If a player must leave a round before the end, that player is disqualified from that round. He is considered Dead, and his body may be looted.

Determining a Game Winner

The player reaching Level Goal first is the Game Winner. In the case of a game halted due to the time limit, the player(s) with the highest Level is the Winner. There may be multiple Winners. Each Winner receives 2 Tournament Levels for each Level the player had at the end of the round.

Each other player receives Tournament Levels equal to the number of levels the player had at the end of the round.

TOURNAMENT GAME RULES

Cards Allowed

All cards in the decks must be genuine *Munchkin* cards. The version of *Munchkin* to be used must be announced before the Tournament begins. The decks may include supplements and promotional cards, but cards from other core games or their supplements are not allowed. Blender and Dice cards may be added to any deck.

Bookmarks, shirts, and other official SJ Games items which have *Munchkin* game rules are allowed, but it is the responsibility of the player who owns an item to bring the official rules for that item if they are not printed on the item itself.

Game Rules

The Tournament will use the most recent edition of the *Munchkin* rules for the version in play.

The TO may choose to vary the Level Goal from the standard 10 to either 5 or 20. If the Level Goal is set at 20, the Tournament should be designated "Epic" and will use the most current version of the Epic rules from the SJ Games website. The Level Goal for the preliminary rounds may be different from the Level Goal for the Final Round.

The TO is the final authority regarding card and rules interpretations.

Players who make an agreement about splitting treasure must follow the letter of that agreement after the combat. Neither the basic game rules nor the tournament rules enforce or regulate other deals made between players.

TOURNAMENT VIOLATIONS

Cheating

Cheating will not be tolerated. The TO reviews all cheating allegations, and if he determines that a player cheated, the TO will assess the appropriate penalty. All disqualifications are subject to later review, and further penalties may be assessed.

Cheating includes, but is not limited to, the following *intentional* activities:

- Receiving outside assistance or coaching
- Misrepresenting rules or card texts or errata
- Drawing extra cards
- Manipulating which cards are drawn from the deck
- Misrepresenting or hiding cards in hand, cards in play, or character level
- Marking cards
- Introducing cards from outside the deck into the game

Unsportsmanlike Conduct

Judges, players, and officials must behave in a polite, respectable, and sportsmanlike manner. In addition, players must not use profanity, argue, harass, or otherwise act

belligerently toward tournament officials, spectators, or one another.

The TO may choose not to allow players to participate with electronic devices (such as cellular phones and/or portable audio units) turned on.

Players must take their turns in a timely fashion. Taking a reasonable amount of time to think through game strategy is acceptable, but playing excessively slowly or stalling for time is not.

Penalty Guidelines

The basic Penalty is removal from the Tournament. Penalties for blatant Cheating or extremely Unsportsmanlike Conduct may include being barred from future *Munchkin* Tournaments, or removal from the general event location.

If the event generating the Penalty could be reversed by “unplaying” a turn (returning the played cards to the proper player’s hands, discarding any acquired Treasure, and/or reducing Levels as appropriate), a Judge may choose to do so. The Judge may also allow any played card to be discarded, and a replacement drawn. In this case, both decks should be re-shuffled.

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