

Solo Munchkin

Use any Munchkin set or sets along with a **Deluxe game board**, **character card**, or **d10** (level tracker), **d20** (turn/score tracker), and **2 tokens** (death trackers).

All **normal rules** apply, except as listed below. This includes reaching Level 10 only by killing a monster or by the use of specific cards. Start with 2 tokens and set the turn tracker at 1.

The goal is to reach Level 10 before you die **2 times**. Remove 1 token each time you die. In this game, “dead” means:

- A Bad Stuff that applies reads “You are dead” or something similar.
- Your level would fall below 1 for any reason.

DRAWING CARDS

If you draw a **monster enhancer**, put it to the side. It applies to the next monster you fight.

If you draw a **Wandering Monster**, take the bottom-most monster card from the Door discard pile (if there is one) and treat it as if you drew it off the top of the Door draw pile. If you draw a Wandering Monster in your starting hand or after returning from death, just keep the card in your hand.

Cards that involve **drawing cards from other players** target the discard piles instead, and Go Up A Level cards that say to steal a level from another player are treated like regular Go Up A Level cards.

You still must do **charity** (if you have more than 5 cards in your hand at the end of the turn), but all those cards are discarded.

COMBAT

Any time you fight a monster, before the combat begins, **draw the listed number of Door and Treasure cards** to “buff up” the monster.

<u>Your Level</u>	<u>Door and Treasure Cards</u>
1 to 4	0
5 to 8	1 each
9	3 each

Apply any **appropriate bonuses or penalties** to the monster as if the monster was a munchkin who drew those cards and is identical to you (same gender, appearance, etc.). Any text that doesn’t apply to the monster is ignored. Monsters drawn during this step are added to the combat. Any cards that aren’t used to “buff up” the monster for the combat are discarded.

Any cards in your hand or on the table can be discarded during any combat for a **+1 Combat Strength bonus for you for every 2 cards discarded**. This is a good use of Wandering Monsters, Curses, and other cards you have that normally affect other players and would have no effect in a solo game. This is also good for races, classes, etc., that are mostly useful against other players, like Elves or Thieves.

If you need to ask for **help**, roll the d6 and add that to your level (if you are level 6 or higher, roll 2d6). If you still lose, you can try to Run Away. If you win using help, you get no treasure but get the level(s).

If you defeat a monster with or without monster enhancers worth 2 or more treasures, you only draw **2 total treasures**, no matter what the monster or monster enhancer cards say. The extra cards on monsters before combat and the limit on treasures represent other players making trouble for you – sometimes it happens.

SCORING

Before you Kick Down The Door, except on your first turn, increase the turn tracker by 1. You can go to 21 or higher if needed. The number the tracker is on when the game ends with you reaching level 10 is your score. Subtract 3 for each token you still have. Try for the **lowest score**.