



# Gameplay Summary



## Warmup

Perform the following steps in order:

- 1) Flip your Run Away marker from  to .
- 2) Unzap your zapped cards.
- 3) Activate/trigger any reckoning abilities.
- 4) Unstash any cards in your stash.
- 5) Draw 1 card.

## Munchkinning

Perform any of the following steps in any order, as often as you choose:

- Play a Loot or Location to your hoard.
- Squish an unzapped Loot or Location you control.
- Play an Ally to your hoard.
- Start a fight.



## Cooldown

- Increase your level by 1.
- If the gold in your purse is less than your current level, move tokens from the stockpile to your purse until your gold equals your current level.
- End your turn.

**Full rules available at  
MunchkinCCG.game**

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