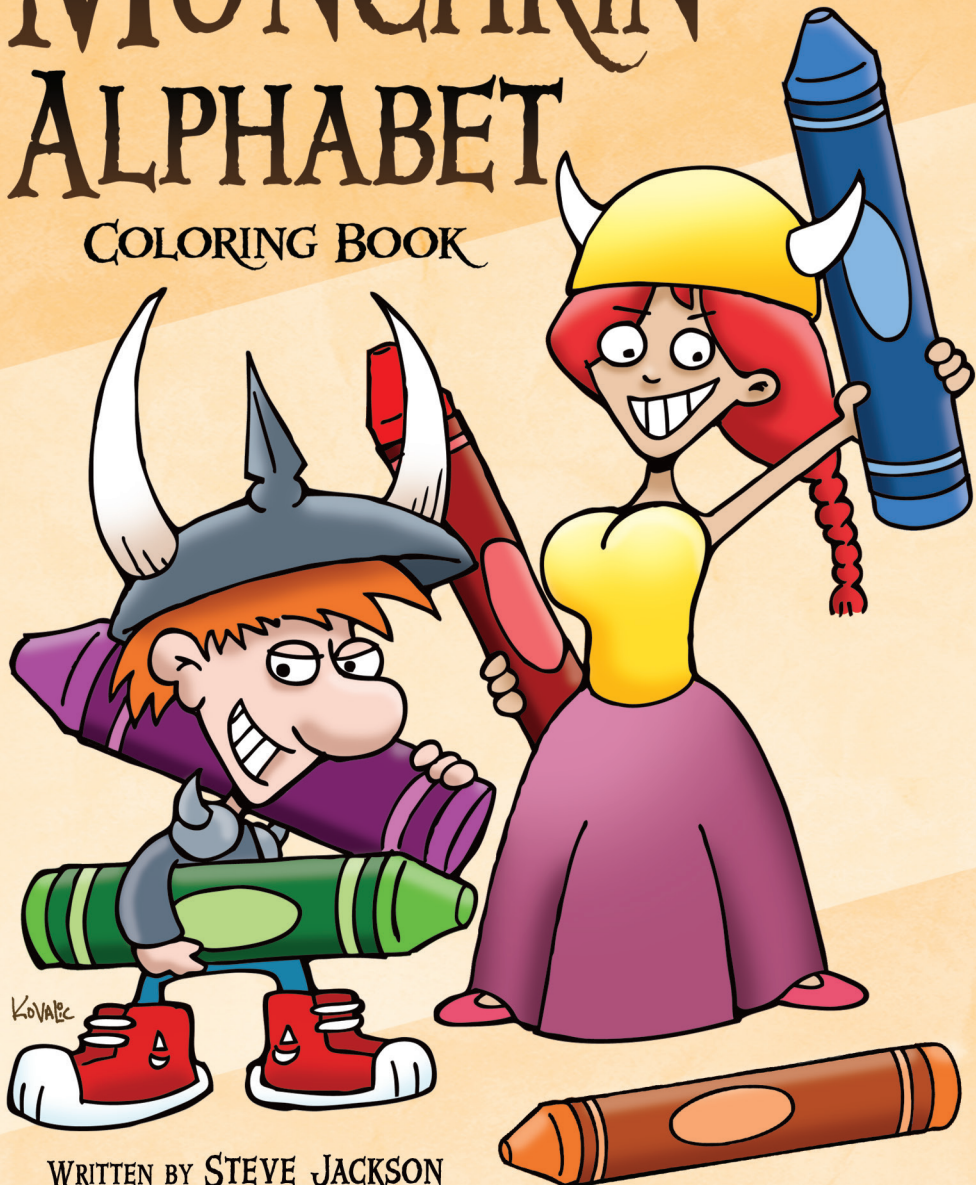


THE  
**MUNCHKIN<sup>®</sup>**  
**ALPHABET**

COLORING BOOK



WRITTEN BY STEVE JACKSON  
ILLUSTRATED BY JOHN KOVALIC

**STEVE JACKSON GAMES**

THE  
**MUNCHKIN**<sup>®</sup>  
**ALPHABET**

COLORING BOOK



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## More *Munchkin!*

*Munchkin* comes in lots of flavors! You can get classic fantasy, sci-fi, silly horror, superheroes, pirates, the end of the world, cowboys, kung fu, spies, steampunks, and zombies . . . and they're all compatible!

Visit **munchkin.game** for errata, updates, Q&A, and much more. To discuss *Munchkin* with our staff and your fellow munchkins, visit our forums at **forums.sjgames.com/munchkin**. Check out **munchkin.game/gameplay/resources** for reference cards, playmats, and dozens of links.

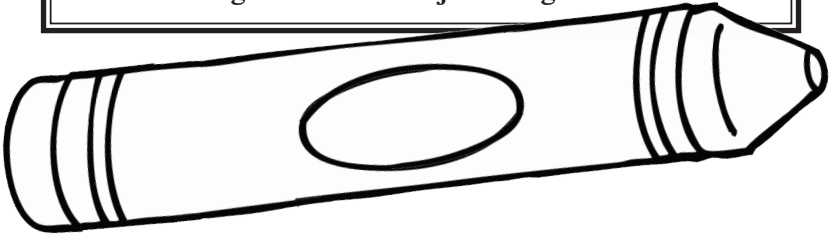
All the *Munchkin* games should be available at your local game or comic store – find it using our Store Finder, **storefinder.sjgames.com** – but if you don't have a local store, we'll be happy to sell them directly to you at **warehouse23.com**. You can also find free *Munchkin* accessories and rules in the PDF section of **warehouse23.com**.

Use the **#PlayMunchkin** hashtag on social media to get our attention!

*Twitter*. Our Twitter feed often has *Munchkin* news (or bonus rules!): **twitter.com/SJGames**.

*Facebook*. Connect with other fans on our pages for *Munchkin* (**facebook.com/sjgames.munchkin**) and Steve Jackson Games (**facebook.com/sjgames**).

*Instagram*. We post lots of pictures of new *Munchkin* stuff to **instagram.com/stevejacksongames**.



Written by **Steve Jackson** • Illustrated by **John Kovalic**

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# munchkin.game

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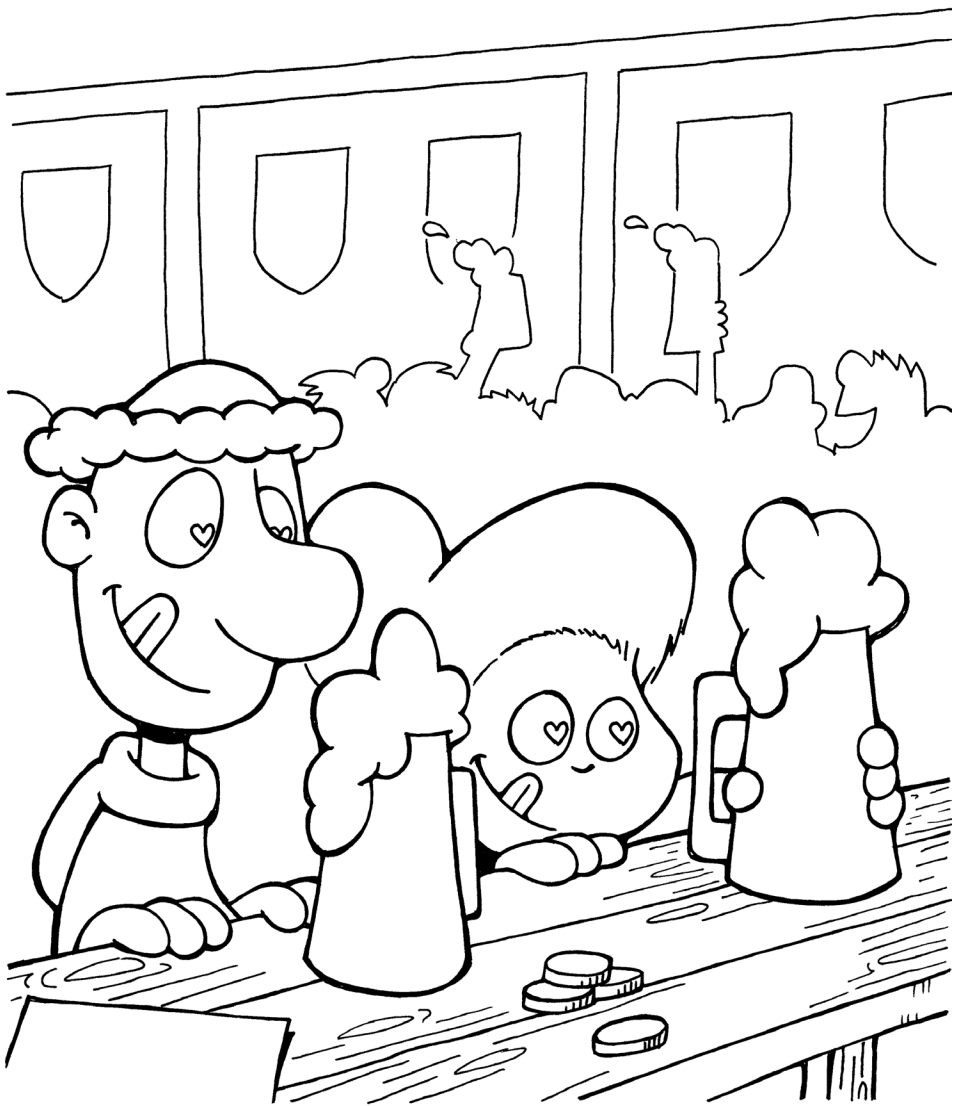
Munchkin at work.

# SPYKE

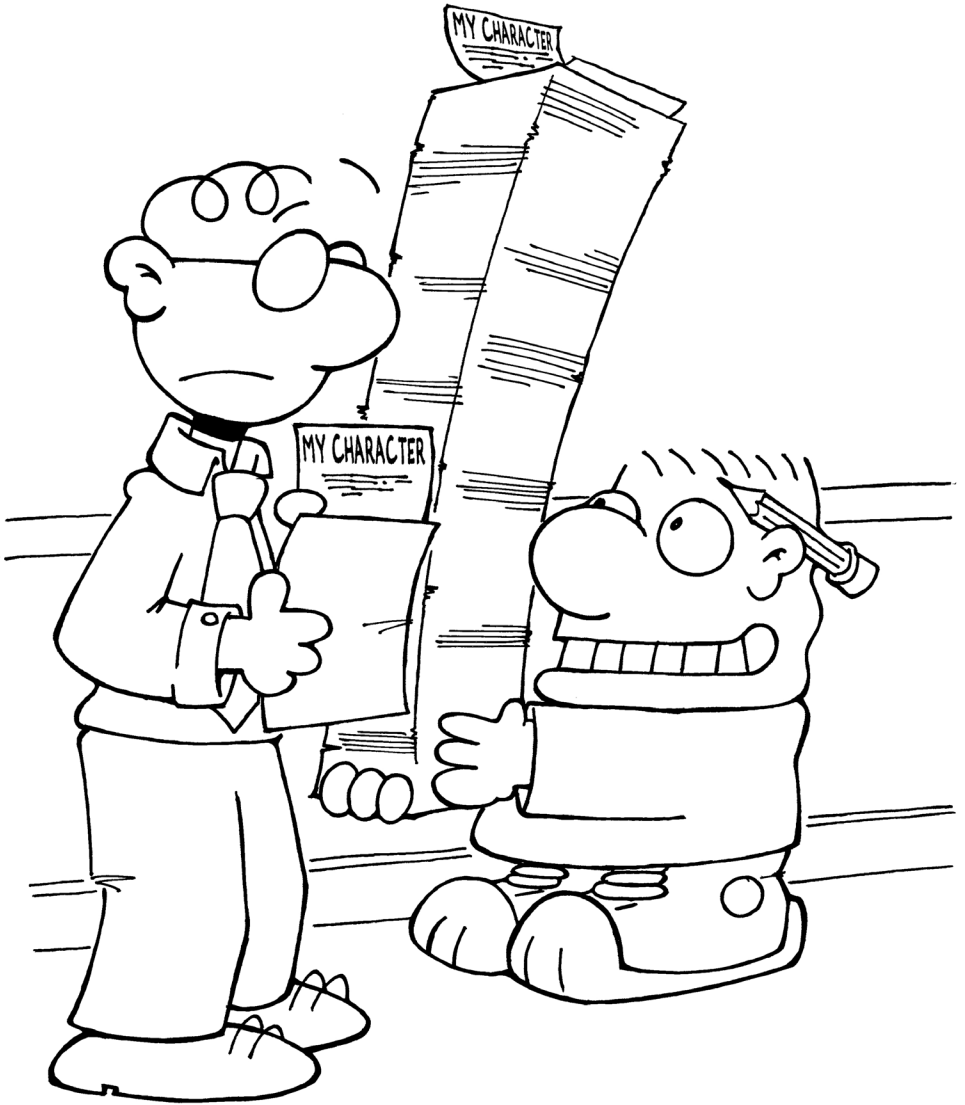




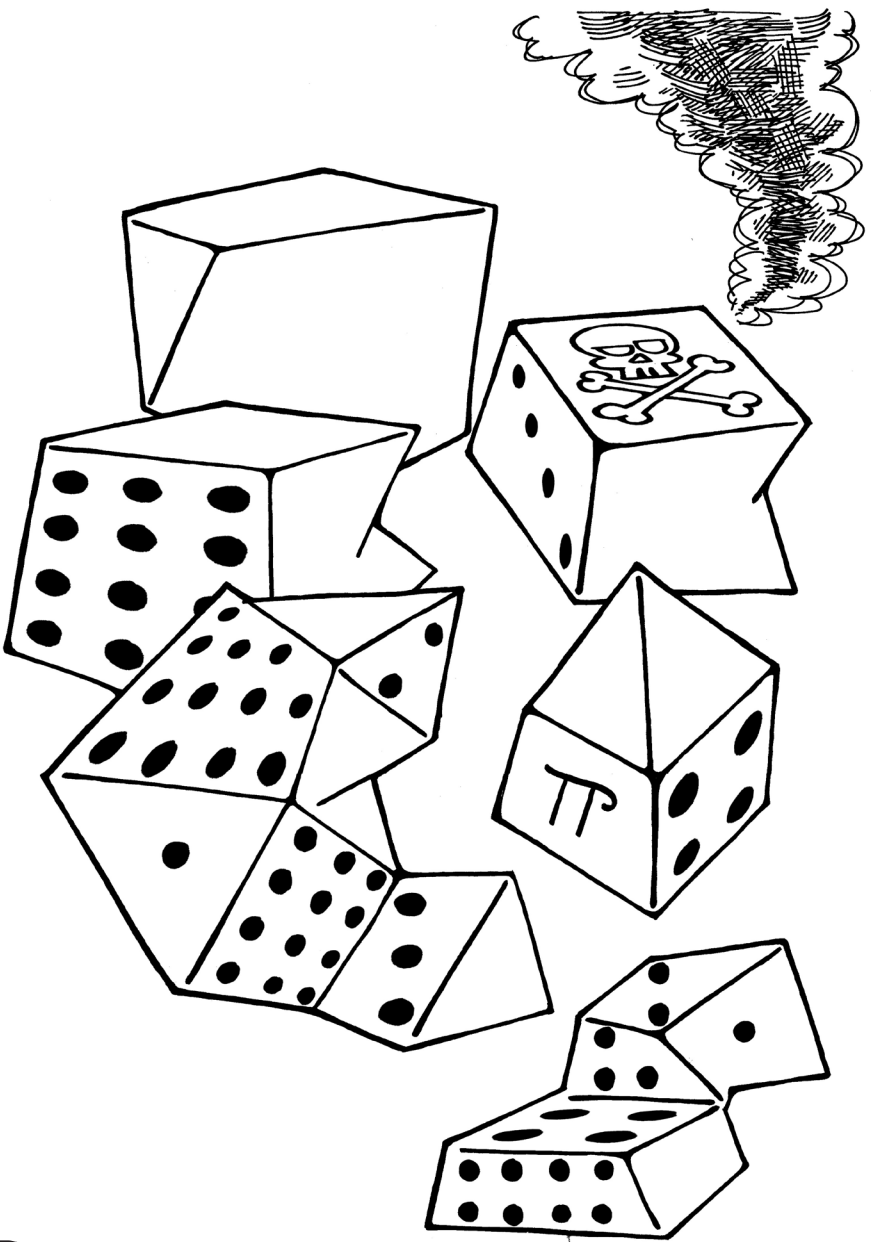
**A**'s for Adventure. We can't get enough.  
We kill lots of monsters and take All their stuff.



**B** is for Bar, though we call it a tavern.  
Meet your friends here and head straight for the cavern.

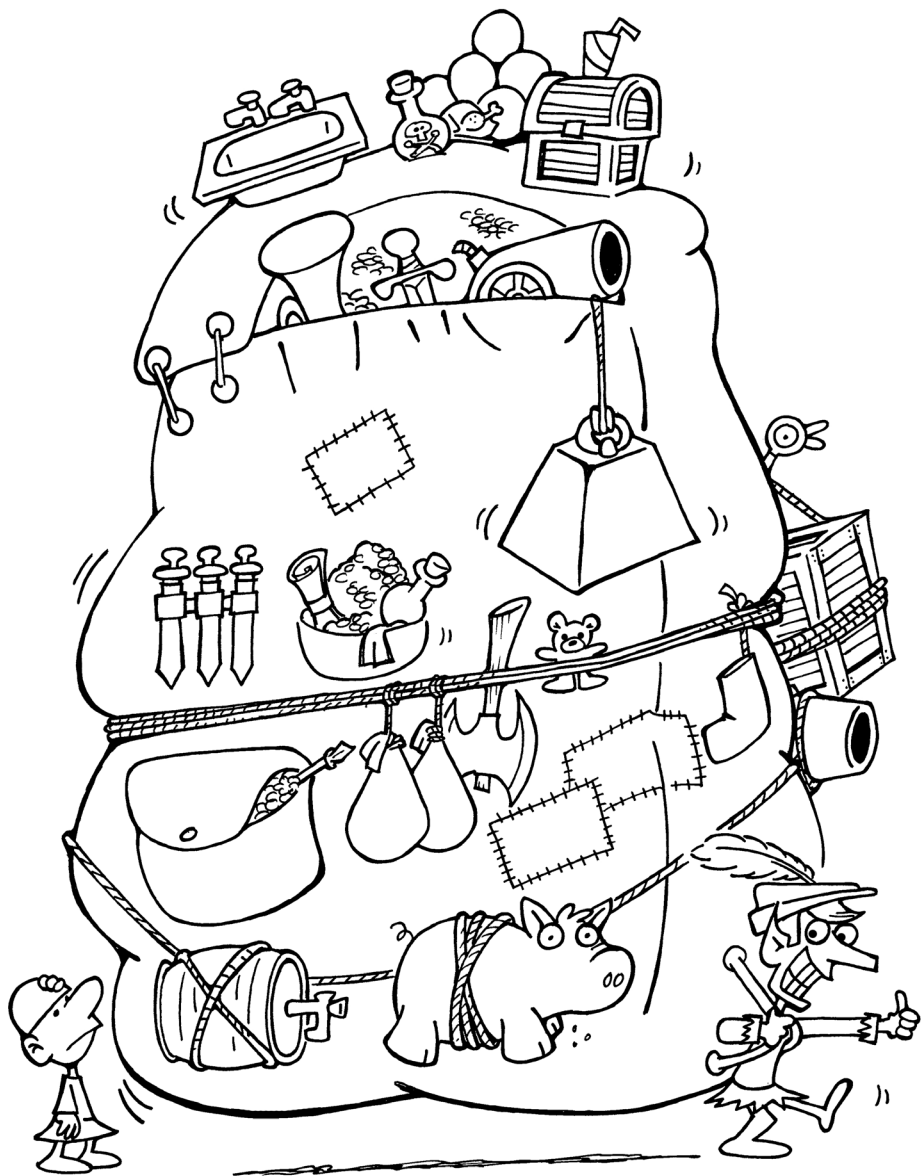


**C** is for Character, Carefully wrought.  
Six stats, and three pages of stuff that you bought.

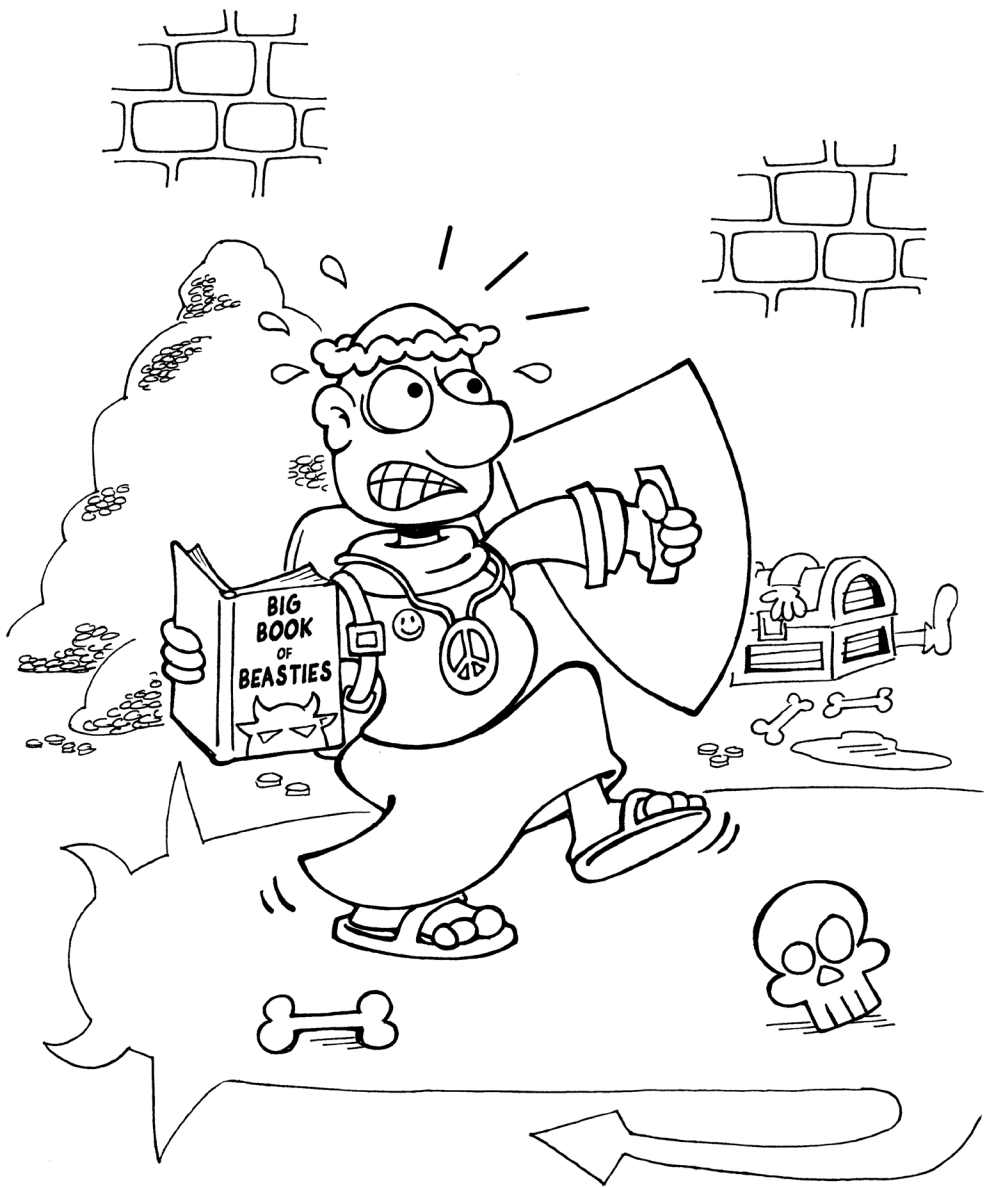


**D** is for Dice, to roll up Dragon's breath.  
And Dismally soon, Double Damage and Death.

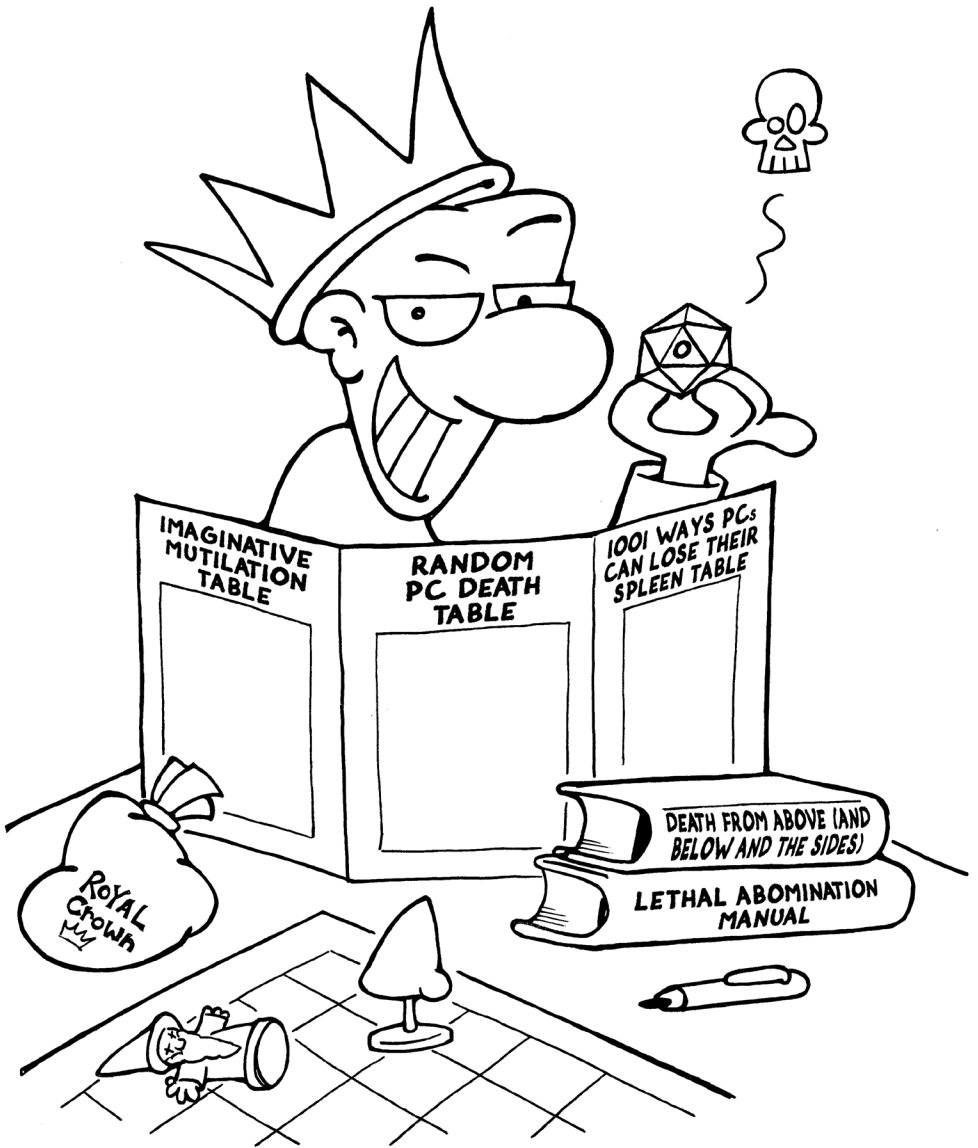




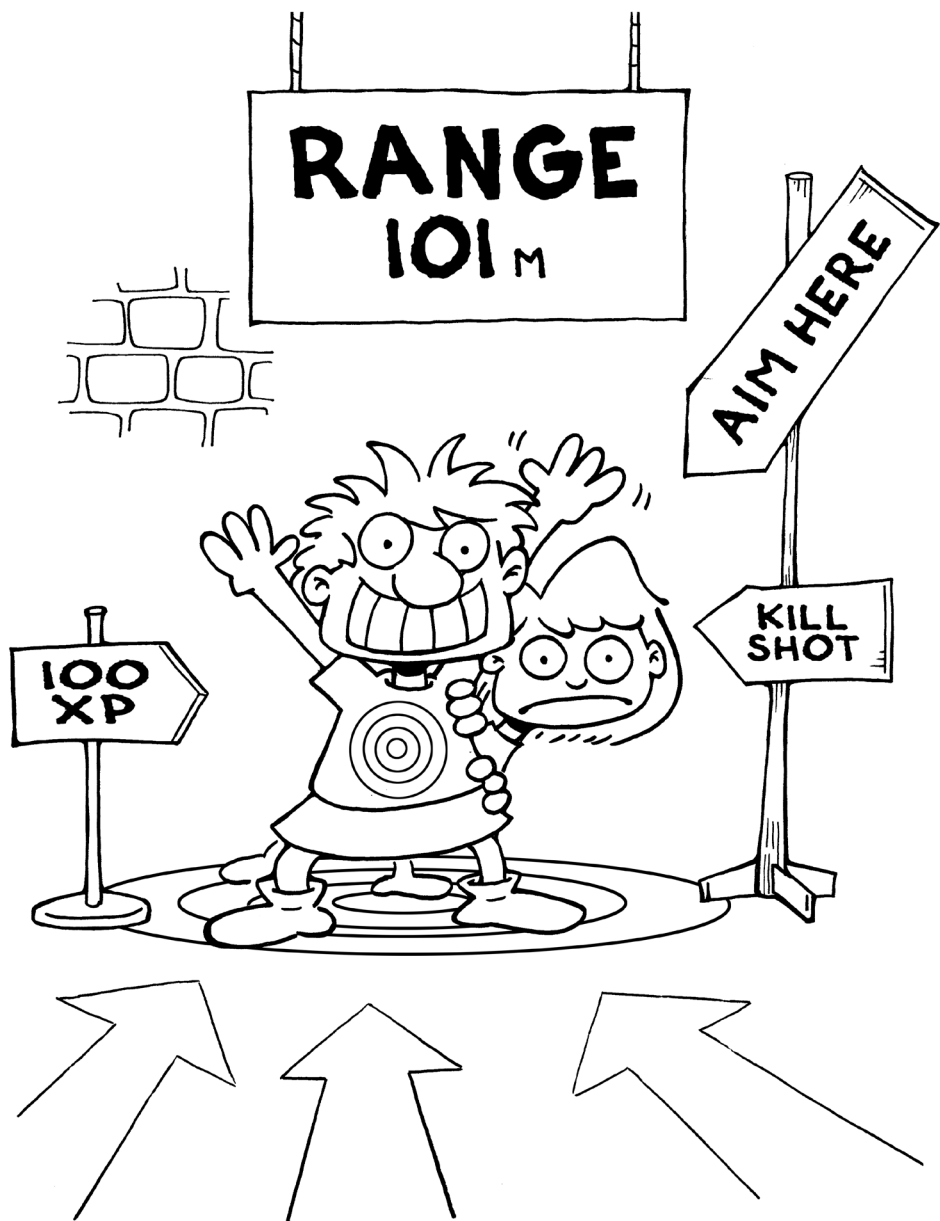
**E** is Encumbrance, the rule we don't use.  
So now we can carry whatever we choose.



**F** is for Fright, when we first get a look  
At a monster that's not in the Big Monster Book.



**G** is for GM, the lord of the Game.  
The person who gives us somebody to blame.



**H**is for Hireling, or maybe a pair.  
We put them out front, where they die.  
We don't care.



**I** is Intelligence, known as IQ.  
Hope that your character has more than you.



**J** is for Junk Food, to keep our wits keen -  
Sugar, salt, alcohol, grease, and caffeine.



**K** is for Killing, the way to succeed.  
We do it for bloodlust, XP, and pure greed.

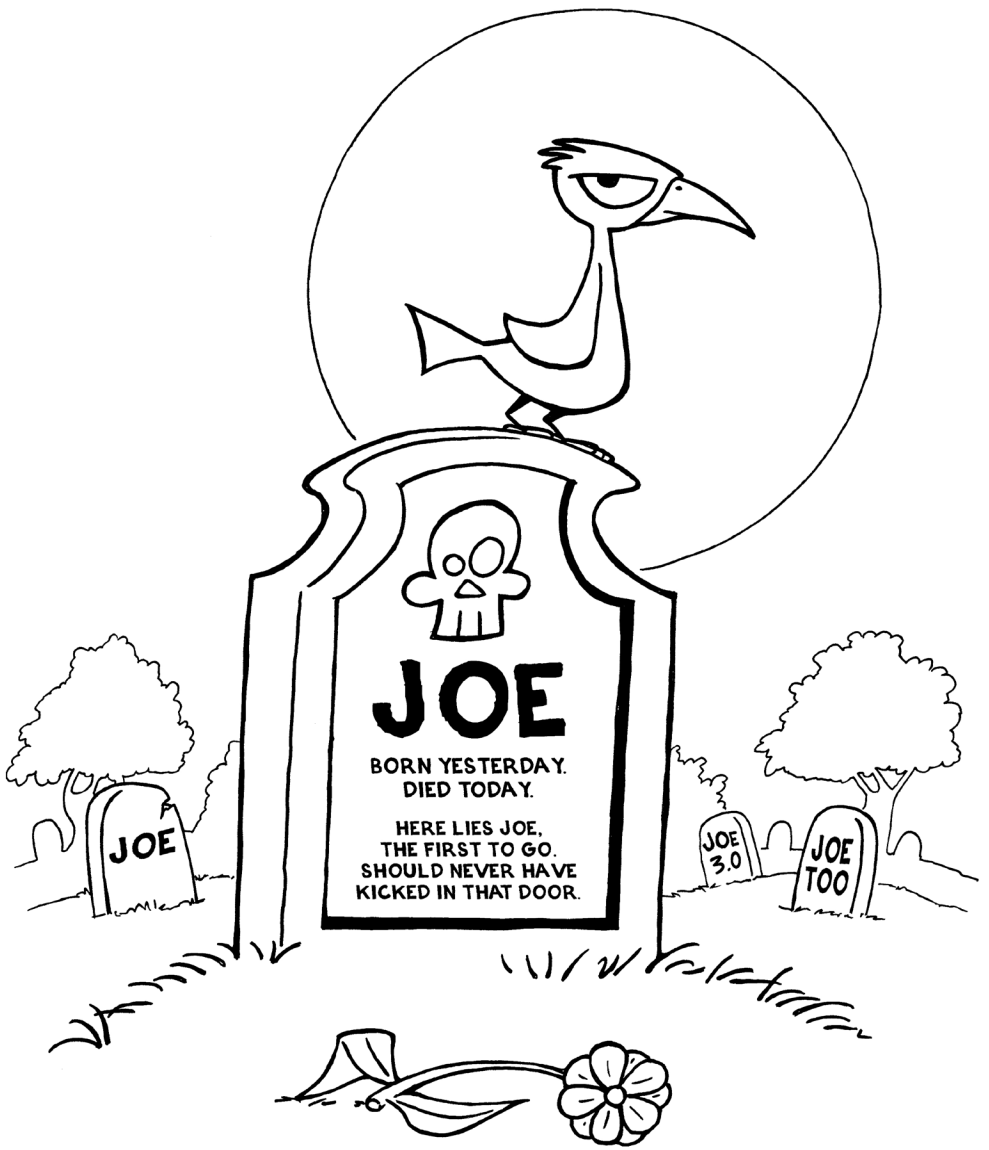


**L** is for Levels. From “pitiful sod”  
In a couple of weeks you advance to a god.

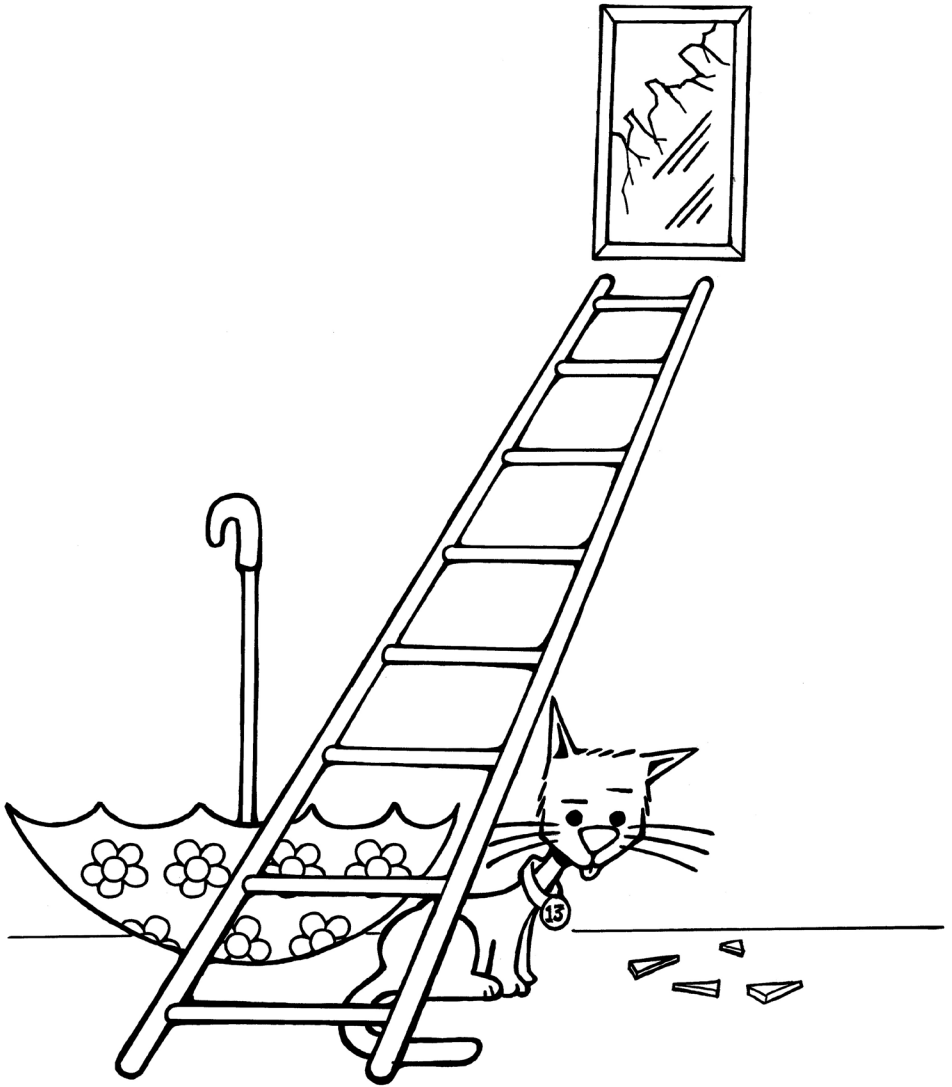




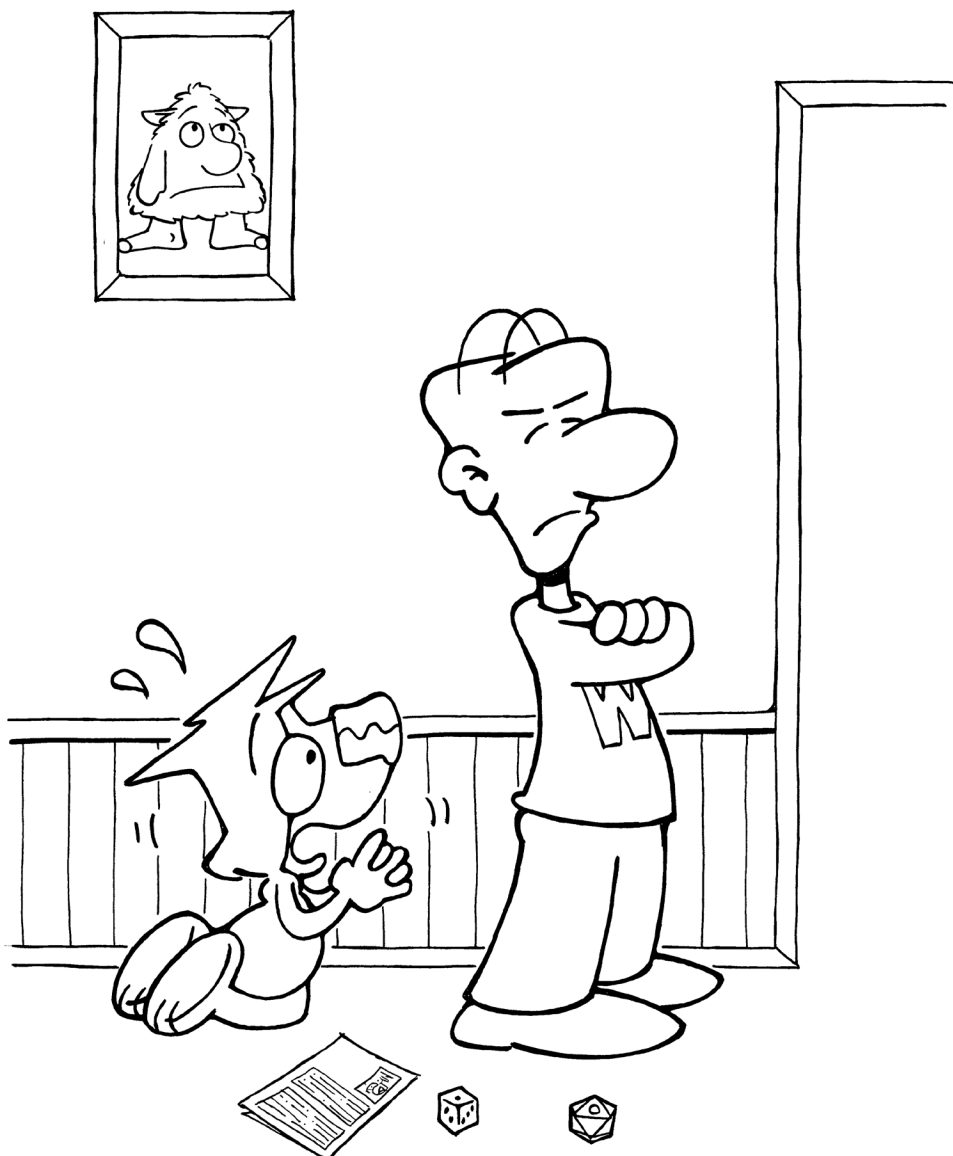
**M** is for Mage, and his Magic absurd.  
He can turn a whole army to cheese with a word.



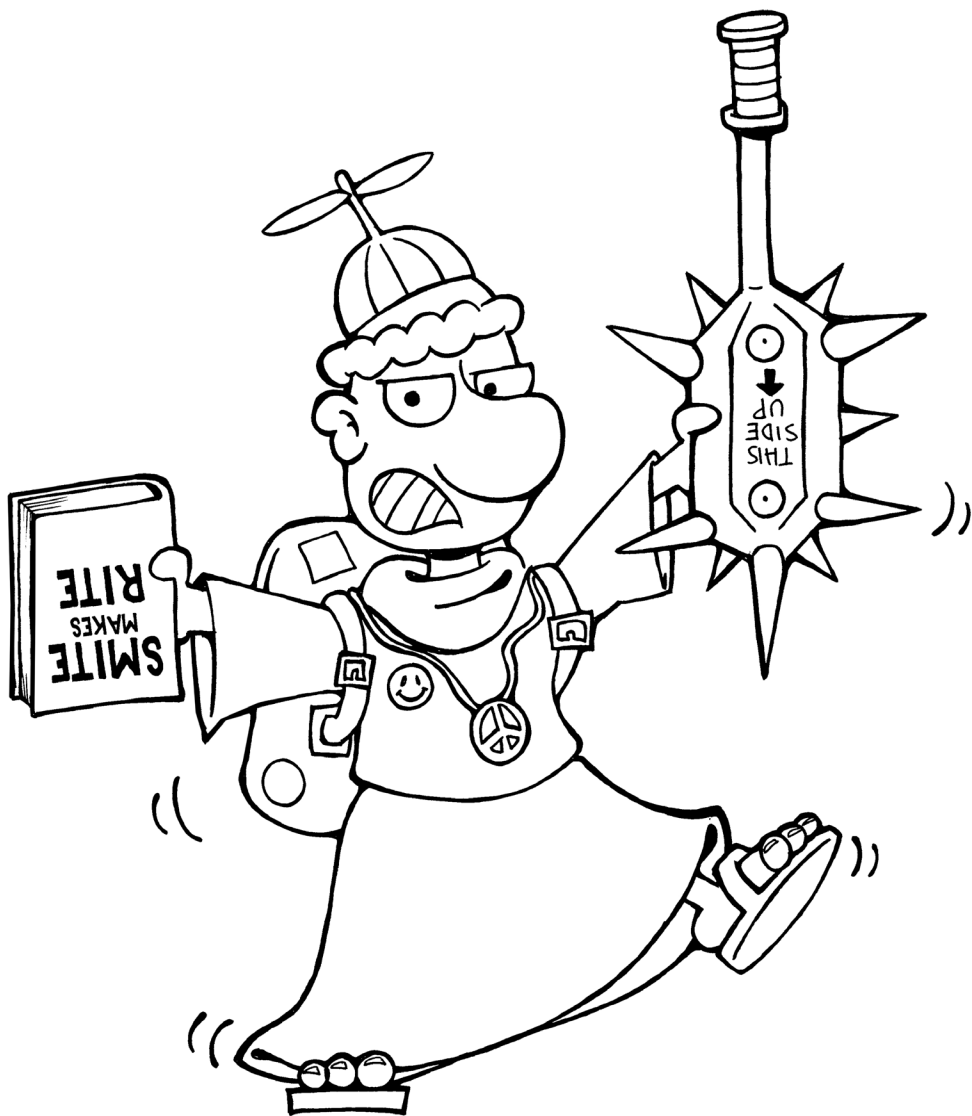
**N** is for NPCs, dead in their gore.  
But that doesn't matter. We'll roll up some more.



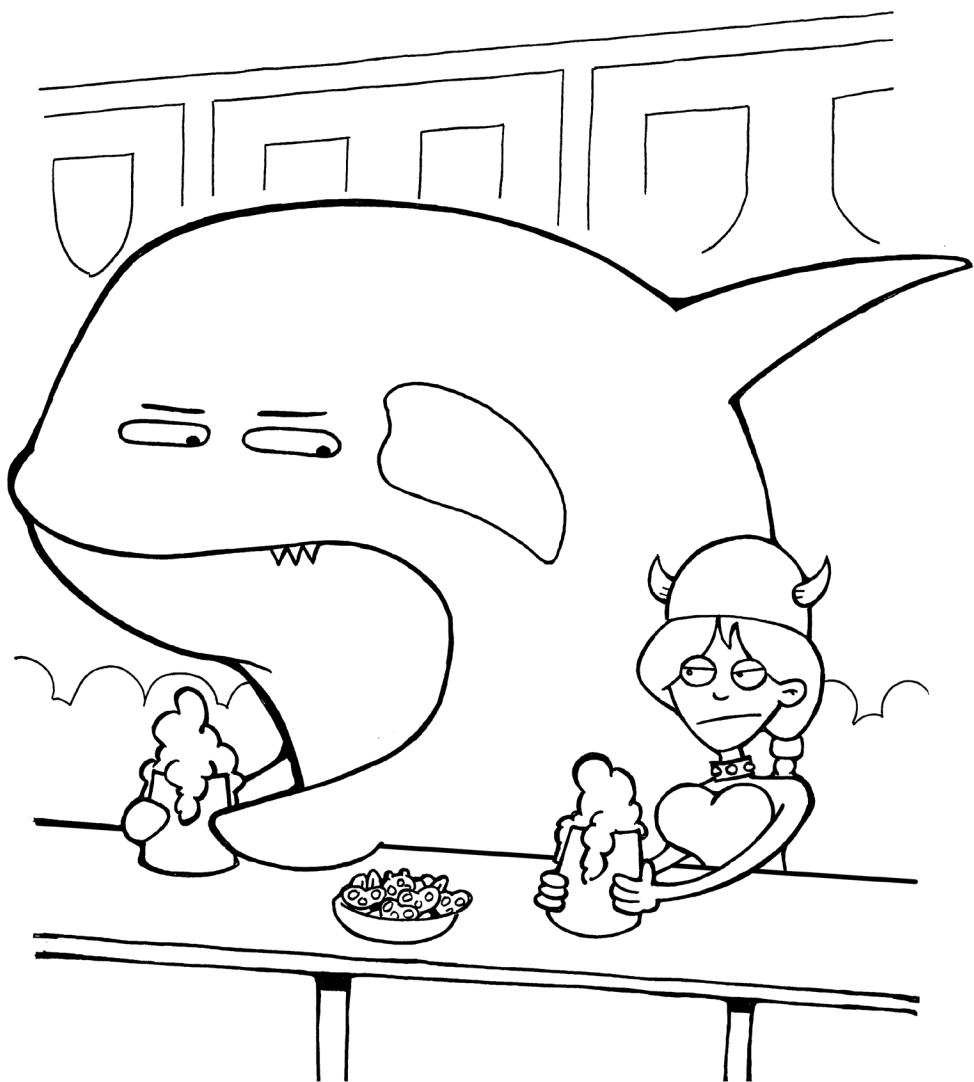
**O** is for Omen, a message of dread.  
Turn around and go back or you suckers are dead.



**P** is for Pleading. Forget all your Pride.  
Or the GM will rule that your character died.

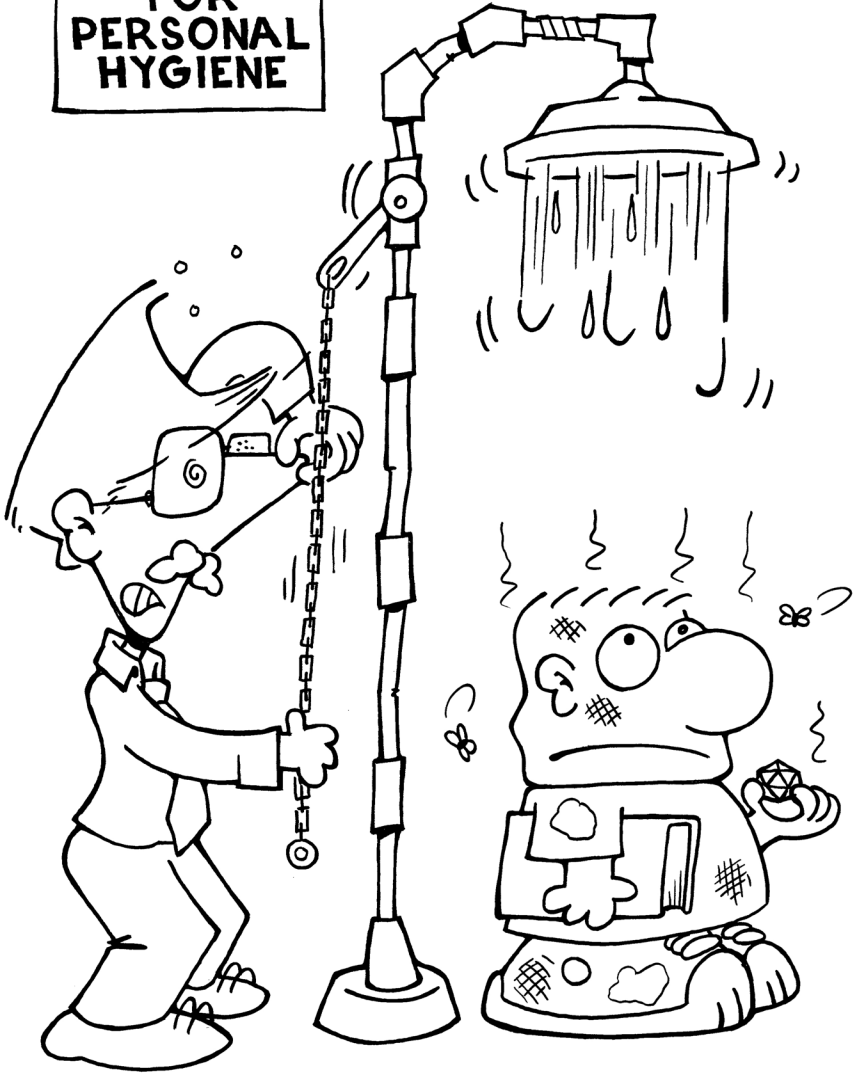


**Q** is for Quirk. You refuse to wear socks.  
Or you think you're the Queen.  
Or you Quarrel with rocks.

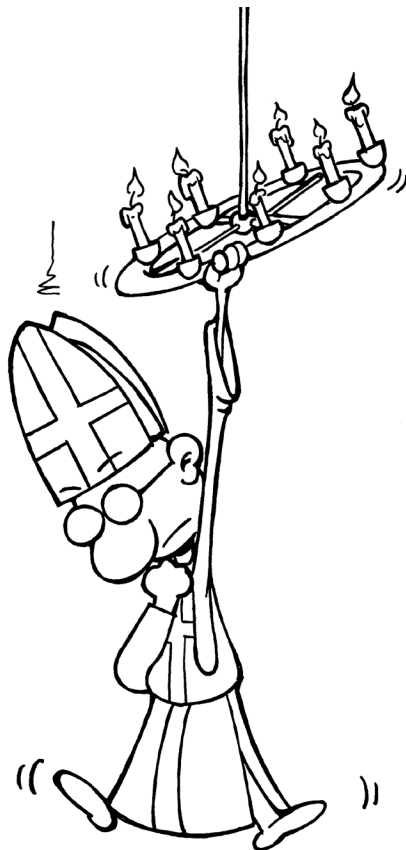


**R** is for Randomly Refereed tales.  
“You enter the bar. You see . . . six killer whales?”

**GAMERS  
FOR  
PERSONAL  
HYGIENE**



**S** is for Shower, and if you took more,  
You might be allowed to remain in the Store.



**T** is for Trap, which the GMs all love  
Till it catches the wrong one. (See Hiring, above.)

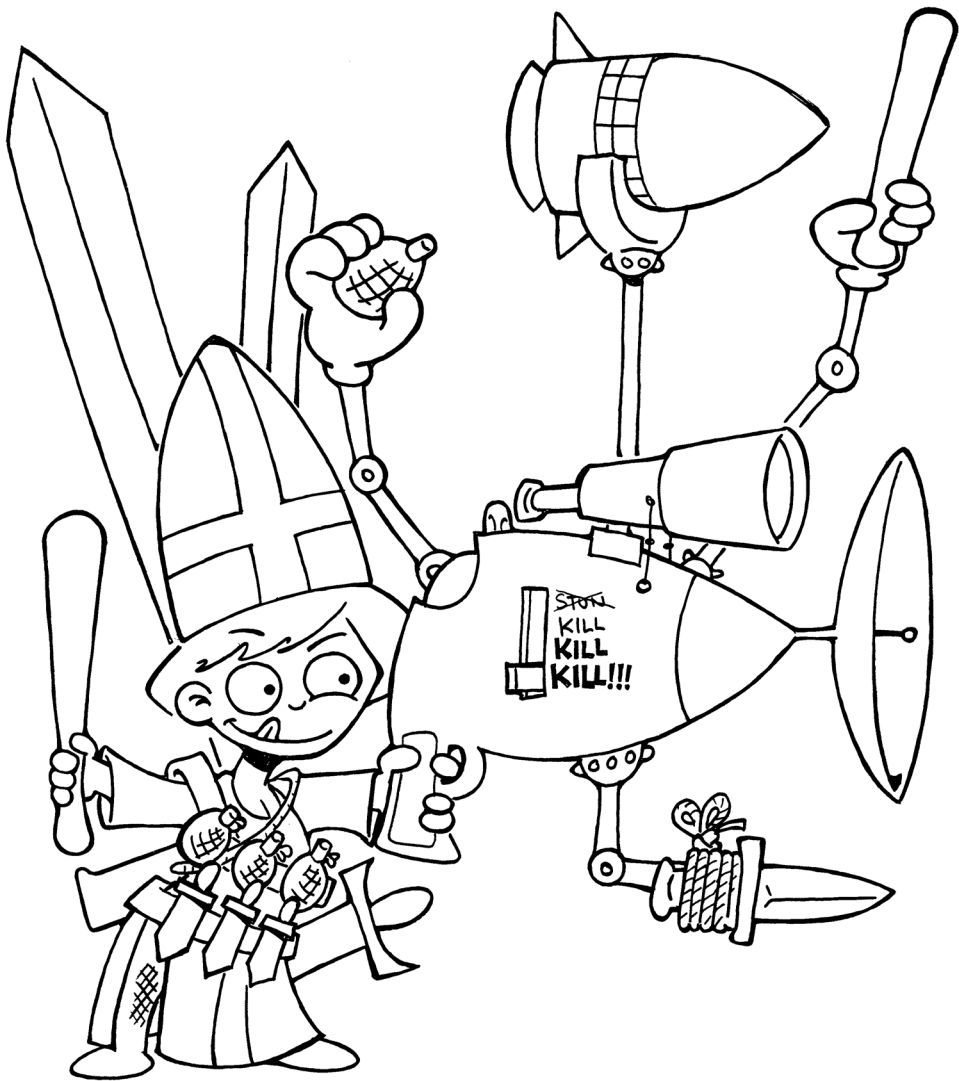




**U** is for Underworld full of Hell's spawn.  
A squirt from my spritzer and all will be gone.



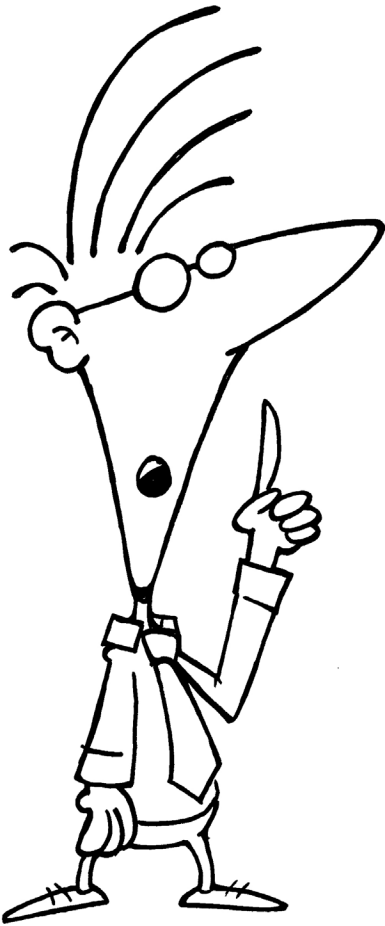
**V** is for Vampire, undressed all in black.  
You staked her last week, but tonight she'll be back.



**W**'s for Weapons, the joy of our lives:  
Hand grenades, laser guns, blackjacks, and knives.



**X** is for Xmas and presents so nice.  
Sell them on eBay and buy yourself dice.



**Y** is Lord Yahoo, the player from hell  
So truly obnoxious the others can tell.



**Z** is for Zs and the unsubtle warning:  
It's time to go home, guys. It's four in the morning.

Bonus coloring pages!

# FLOWER



# BROTHER SKEEPEE





# EXPLORE THE LAND OF OZ!



MUNCHKIN® OZ

MUNCHKIN® OZ 2  
YELLOW BRICK RAID™

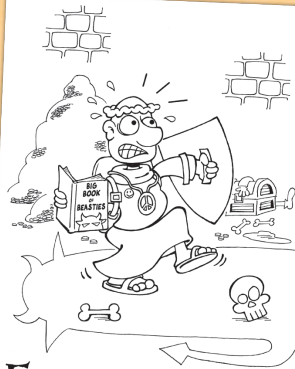
BASED ON STEVE JACKSON'S *MUNCHKIN*  
DEVELOPED BY ANDREW HACKARD

ILLUSTRATED BY JOHN KOVALIC

[munchkin.game](http://munchkin.game)



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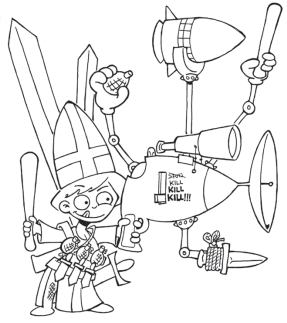
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Now your *real* munchkins can learn the alphabet the *Munchkin* way . . . with monsters and treasure! *The Munchkin Alphabet Coloring Book* is good for reading aloud. Your kids (or you - we don't judge!) can color in new art from John Kovalic.

*Munchkin* isn't just fun; it's educational!

#PLAYMUNCHKIN



**DORK & TOWER™**

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