


# Munchkin® Apocalypse

## It's the end of the world . . . Level up NOW!

This game includes 168 regular cards, 12 square Seal cards, one six-sided die, and these rules.

## Setup

Three to six can play. You will need 10 tokens (coins, poker chips, whatever – or any gadget that counts to 10) for each player.

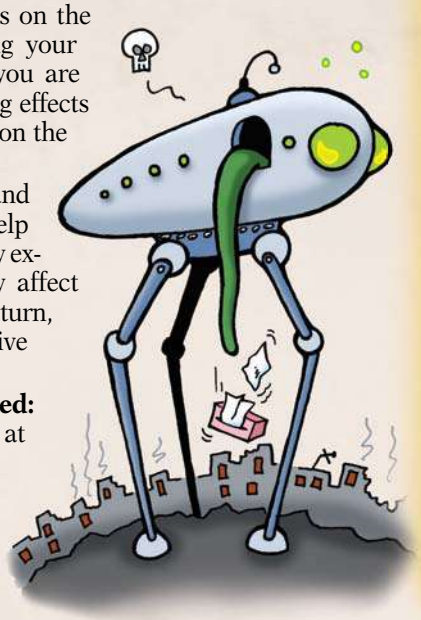
Divide the cards into the Door deck, the Treasure deck, and the Seal deck. Shuffle all three decks. Deal four Door cards and four Treasure cards to each player.

## Card Management

Keep separate face-up discard piles for the Door and Treasures decks. (The Seals are never discarded; see p. 3.) You may not look through the discards unless you play a card that allows you to!

When a deck runs out, reshuffle its discards. If a deck runs out and there are no discards, nobody can draw any of that kind of card!

**In Play:** These are the cards on the table in front of you, showing your Class (if any) and the Items you are carrying. Disasters with ongoing effects and some other cards also stay on the table after you play them.



**Your Hand:** Cards in your hand are not in play. They don't help you, but they can't be taken away except by cards that specifically affect "your hand." At the end of your turn, you may have no more than five cards in your hand.

**When Cards Can Be Played:** Each type of card can be played at a specified time (see p. 5).

Cards in play may not be returned to your hand – they must be discarded or traded if you want to get rid of them.

## Character Creation

Everyone starts as a Level 1 survivor with no class. (Heh, heh.)

Look at your initial eight cards. If you have any Class cards, you may (if you like) play one by placing it in front of you. If you have any usable Items (p. 4), you may play them by placing them in front of you. If you have any doubt about whether you should play a card, you could read below, or you could just charge ahead and do it.

## Starting and Finishing the Game

Decide who goes first by any means you can all agree on.

Play proceeds in turns, each with several phases (see p. 2). When the first player finishes his turn, the player to his left takes a turn, and so on.

## Conflicts Between Cards and Rules

This rulesheet gives the general rules. Cards may add special rules, so in most cases when the rulesheet disagrees with a card, follow the card. However, ignore any card effect that might seem to contradict one of the rules listed below unless the card *explicitly* says it supersedes that rule!

1. Nothing can reduce a player below Level 1, although card effects might reduce a player's or a monster's combat strength (p. 2) below 1.
2. You go up a level after combat only if you *kill* a monster.
3. You cannot collect rewards for defeating a monster (e.g., Treasure, levels) in the middle of a combat. You must finish the fight before gaining any rewards.
4. You must *kill* a monster to reach Level 10.

Any other disputes should be settled by loud arguments, with the owner of the game having the last word. You could also read the ***Munchkin*** FAQ and errata pages at **www.worldofmunchkin.com**, or start a discussion at **forums.sjgames.com/munchkin** . . . unless it's more fun to argue.

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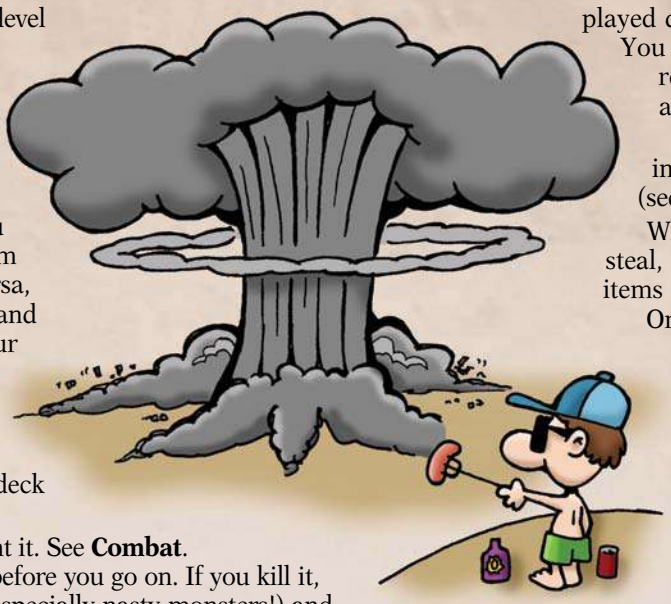
The first player to reach 10th level wins . . . but you must reach 10th level by killing a monster, unless a card *specifically* allows you to win another way.



# Turn Phases

At the start of your turn, you may play cards, switch Items from "in use" to "carried" or vice versa, trade Items with other players, and sell Items for levels. When your cards are arranged the way you want, go to phase 1.

**(1) Kick Open The Door:** Draw one card from the Door deck and turn it face up.

If it's a monster, you must fight it. See **Combat**. Resolve the combat completely before you go on. If you kill it, go up a level (or *two*, for some especially nasty monsters!) and take the appropriate number of Treasures.

If the card is a Disaster – see **Disasters**, p. 5 – it applies to you immediately (if it can) and is discarded, unless it has a continuing effect.

If you draw any other card, you may either put it in your hand or play it immediately.

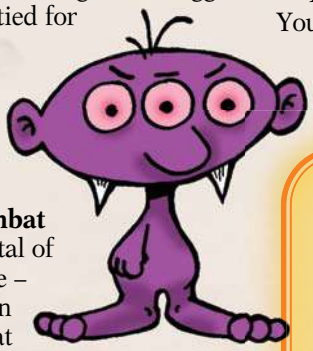
**(2) Look For Trouble:** If you did NOT draw a monster when you first opened the door, you now have the option of playing a monster (if you have one) **from your hand** and fighting it, just as if you had found it when you kicked open the door. Don't play a monster you can't handle unless you're sure you can count on getting help!

**(3) Loot The Room:** If you did not find a monster by kicking open the door and you did not Look For Trouble, you loot the room . . . draw a second card from the **Door** deck, face **down**, and place it in your hand.

If you met a monster but ran away, you don't get to loot the room.

**(4) Charity:** If you have more than five cards in your hand, you must *play* enough of them to get down to five, or *give* the excess to the player with the lowest Level. If players are tied for lowest, divide the cards as evenly as possible, but it's up to you who gets the bigger set(s) of leftovers. If YOU are the lowest or tied for lowest, just discard the excess.

It is now the next player's turn.



# Combat

To fight a monster, compare its **combat strength** to yours. Combat strength is the total of Level plus all modifiers – positive or negative – given by items and other cards (including open Seals – see p. 3). If the monster's combat strength is equal to yours, or greater, you **lose the combat** and must Run Away – see below. If your combat strength totals more than the monster's, you **kill** it and go up a level (two levels for some big monsters). You'll also get the number of Treasures shown on its card.

Sometimes a card will let you get rid of the monster without killing it. This is still "winning," but you don't get a level. Sometimes, depending on the card, you might not get the treasure, either.

Some monster cards have special powers that affect combat – a bonus against one sex or Class, for instance. Be sure to check these.

One-shot items – those that say "Usable once only" – may be played directly from your hand during combat. You can also use one-shot items that you already had in play. Discard these cards after the combat, whether you win or lose.

Some Door cards may also be played into a combat, such as monster enhancers (see p. 5).

While you are in combat, you cannot sell, steal, equip, unequip, or trade items, or play items (except for one-shots) from your hand. Once you expose a monster card, you must resolve the fight with your equipment as it stands, plus any one-shot items you choose to play.

Discard the monster card, including any enhancers and one-shot items played, and draw treasure (see p. 3). But note: someone may play a hostile card on you, or use a special power, just as you think you have won. When you kill a monster, you must wait a reasonable time, defined as about 2.6 seconds, for anyone else to speak up. After that, you have really killed the monster, and you really get the level(s) and treasure, though they can still whine and argue.

## Fighting Multiple Monsters

Some cards (notably **Wandering Monster**) allow your rivals to send other monsters to join the fight. You must defeat their **combined** combat strengths. Any special abilities, such as forcing you to fight with your Level only, apply to the entire fight. If you have the right cards, you can remove one monster from the combat and fight the other(s) normally, but you cannot choose to fight one and run from the other(s). If you remove one monster but then run from the other(s), you don't get *any* Treasure!

## Asking For Help

If you cannot win a combat on your own, you may ask any other player to help you. If he refuses, you may ask another player, and so on, until they all turn you down or someone helps. Only one player can help you, adding his combat strength to yours. Anyone can play cards to affect your combat, however!

You can bribe someone to help. In fact, you'll probably have to. You may offer your helper any Item(s) you are currently carrying, or any number of the Treasure cards the monster has. If you offer him part of the monster's treasure, you must agree whether he picks first, or you pick first, or whatever.

## Interfering With Combat

You can interfere with others' combats in several ways:

*Use a one-shot item.* You could help another player by playing a one-shot against his foe. Of course, you can "accidentally" hit your friend with the Item, and it will count against *him*.

*Play a card to modify a monster.* These cards (usually) make a monster stronger . . . and give it more treasure. You can play these either during your own combats or during someone else's combat.

*Play a Wandering Monster* along with a monster from your hand to join any combat, or add Undead or Sharks to monsters of the same type already in the fight (see p. 5).

*Hit them with a Disaster*, if you have a Disaster card.

The special abilities or vulnerabilities of the monster also apply to your helper, and vice versa. For instance, if you are facing **Tiamutt** and a Kid helps you, the monster's combat strength is reduced by 4 (unless you are also a Kid). But if you are facing the **Liver Casserole** and an Kid helps you, the monster's combat strength is increased by 4 (unless you, too, are an Kid and the monster's combat strength has already been increased).

If someone successfully helps you, the monster is slain. Discard it, draw treasure (see below), and follow any special instructions on the monster card. *You* go up a level for each slain monster. Your helper does *not* go up levels. *You* draw the Treasure cards, even if it was your helper's special ability that defeated the monster.

## Running Away

If nobody will help you . . . or if somebody tries to help, and your fellow party members interfere so the two of you *still* cannot defeat it . . . you must run away.

If you run away, you don't get any levels or treasure. You don't even get to Loot the Room. And you don't always escape unharmed . . .

Roll the die. You only escape on a 5 or better. Some items make it easier or harder to run away. And some monsters are fast or slow, and give you a penalty or bonus to your roll.

If you escape, discard the monster. You get no treasure. There are usually no bad effects . . . but read the card. Some monsters hurt you even if you get away from them!

If the monster catches you, it does Bad Stuff to you, as described on its card. This may vary from losing an item, to losing one or more levels, to Death.

If two players are cooperating and still can't defeat the monster(s), they must both flee. They roll separately. The monster(s) CAN catch them both.

If you are fleeing from multiple monsters, you roll separately to escape each one, in any order you choose, and suffer Bad Stuff from each one that catches you as soon as it catches you.

Discard the monster(s).

## Death

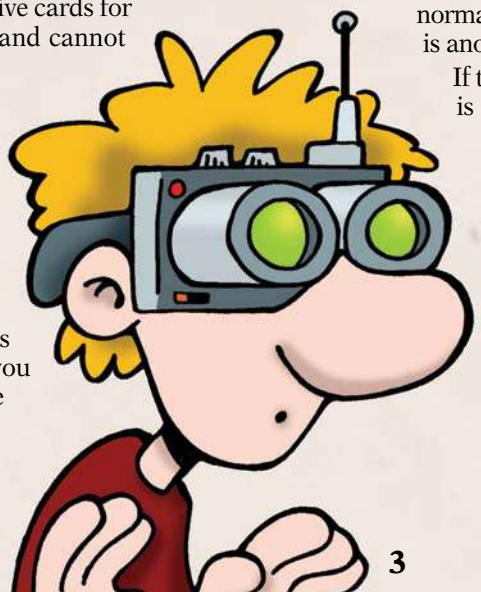
If you die, you lose all your stuff. You keep your Class(es) and Level (and any Disasters that were affecting you when you died) – your new character will look just like your old one. If you have **Paranoid** or **Super Munchkin**, keep those as well.

**Looting The Body:** Lay out your hand beside the cards you had in play. Starting with the one with the highest Level, each other player chooses one card . . . in case of ties, roll a die. If your corpse runs out of cards, tough. After everyone gets one card, discard the rest and Open a Seal (see below).

Dead characters cannot receive cards for any reason, not even Charity, and cannot level up.

When the next player begins his turn, your new character appears and can help others in combat . . . but you have no cards.

On your next turn, start by drawing four cards from each deck, face-down, and playing any legal Class or Item cards you want to, just as when you started the game. Then take your turn normally.



## Treasure

When you defeat a monster, either by killing it or using a card to eliminate it, you get its Treasure. Each monster has a Treasure number on the bottom of its card. Draw that many treasures. Draw *face-down* if you killed the monster alone. Draw *face-up*, so the whole party can see what you got, if someone helped you.

Treasure cards can be played as soon as you get them. Item cards can be placed in front of you. **Go Up a Level** cards can be used instantly. You may play a **Go Up a Level** card on any player at any time.

# Seals

***Munchkin Apocalypse*** introduces a new kind of card: Seals. The various Seals have immediate effects that affect the player who Opens the Seal (see below), and sometimes other players as well. Most Seals also have Continuing Effects, which affect everyone!

Monsters get a combat bonus of +1 per open Seal, on top of any other bonuses or penalties they may have.

## Opening a Seal



When a card directs you to **Open a Seal**, turn over the top card on the Seal deck and overlap it on the previous one (so you can see how many Seals are open). The player who was hit by the card is the one who Opens the Seal for rule purposes. The rules on this Seal card replace the previous Seal's effects.

If a munchkin *dies,* he opens a Seal after his loyal comrades loot his corpse. If a combat or other event triggers multiple munchkin deaths, the current player opens one (and only one) Seal after all deaths are resolved.

## Closing a Seal

Far too rarely, a card will tell you to **Close a Seal**. A Seal also closes whenever a munchkin goes up three or more levels on a single turn.

Take the top Seal from the active pile and put it face down on the bottom of the Seal deck. The Continuing Effect on the Seal below it comes back into play.

## The Seventh Seal

A game of ***Munchkin Apocalypse***, like all ***Munchkin*** games, ends normally when a player kills a monster to reach Level 10. But there is another way . . .

If the seventh Seal is opened, the game ends **instantly** (i.e., there is no chance to cancel whatever card made it happen). Do not apply any of its effects – it's too late. The munchkins drop whatever they were doing and fight their way to the Mothership (or whatever your personal Valhalla looks like) through an excess of bad CGI and pale imitations of true Wagnerian bombast.

When the seventh Seal is opened, the winner is the munchkin who has the highest combat bonus **from cards in play** – nothing else counts, not even Levels! (If combat bonuses are tied, use Level as a tiebreaker. If Levels are tied as well, walk hand in hand into the next life . . .)

## Example of Combat, With Numbers and Everything

**Molly is a 5th-Level Militia with a Tire Iron. It normally gives her a +2 combat bonus, but she is using her Militia ability to use it two-handed for an extra +3. Her combat strength is 10. Currently, there are three Seals in play, and the one on top is Beer Shortage.**

**She kicks open the door and finds the Level 10 Fire Ants. They get +3 for the number of Seals in play and another +3 from the Seal because Molly is the only Militia. She's losing, 16 to 10.**

*Molly:* OUCH! I should have known there would be ants at the end of the world. I'm going to even the odds a bit . . .

**Molly plays Disaster! Zoo Breakout on herself, meaning she has to Open a Seal. She places Peanut Butter Shortage overlapping Beer Shortage – lucky for her, there are no Kids in the game right now. The Fire Ants no longer get the +3 bonus for Molly's Militia class, but they raise their Seal bonus to +4.**

*Nick:* Hey, I get a card! *(Nick is a Blogger, so he draws a face-down Door whenever a Seal is opened. He chooses not to show his Door at this time.)*

*Molly:* Nifty. I'm still losing, 14 to 10, but I have a well-stocked survival shelter. Here, ants, have some **Dehydrated Water.**

*Nick:* You're going to help the Fire Ants?

*Molly:* You're funny, Nick. +5 to myself, and now I'm winning, 15 to 14. Anyone feel like making things worse?

**Molly waits a bit, then declares victory! She goes up a level and draws three Treasures. And the game goes on . . .**

## Character Stats

Each character is basically a collection of weapons, armor, and items, with two stats: Level and Class. For instance, you might describe your character as "an 8th-level Blogger with **Photofloods, A Drone of Your Own,** and a **15-Year Supply of Beer and Toilet Paper.**"

Your character's sex starts off the same as your own.

**Level:** This is a measure of how generally buff and studly you are. When the rules or cards refer to your Level, capitalized, they mean this number.

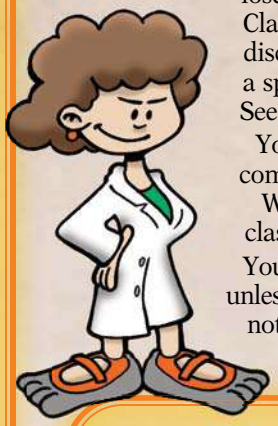


You gain a level when you kill a monster, or when a card says that you do. You can also sell items to buy levels (see below).

You lose a level when a card says you do. Your Level can never go below 1. However, your combat strength can be negative, if you get hit by a Disaster, are backstabbed, or suffer some other kind of penalty.

**Class:** Characters may be Bloggers, Kids, Militia, or Scientists. If you have no Class card in front of you, you have no class. It's OK, the world is ending anyway.

Each Class has special abilities, shown on the cards. You gain the abilities of a Class the moment you play its card in front of you, and lose them as soon as you discard that card. Some Class abilities are powered by discards. You may discard any card, in play or in your hand, to power a special ability, unless the ability says otherwise. See the Class cards for when abilities can be used.



You can discard a Class card at any time, even in combat: "I don't wanna be a Scientist anymore." When you discard a Class card, you become classless until you play another Class card.

You may not belong to more than one class at once unless you play the **Super Munchkin** card. You may not have two copies of the same Class card in play.

## Level Counters: It's Not Cheating, It's Using the Rules!

If you have an iPhone, iPod touch, iPad, or Android phone, you'll like our Level Counter smartphone app. Just search for "***Munchkin*** level counter" or click the link at **levelcounter.sjgames.com**. Even better, it gives you personal *in-game advantages* to make your friends jealous . . . which is what being a munchkin is all about!

## Items

Each Item card has a name, a power, a size, and a value in Gold Pieces.

An Item card in your hand does not count until you play it; at that point, it is "carried." You may carry any number of small Items, but only one Big one. (Any item not marked Big is considered Small.) You may not simply discard one Big item to play another; you must sell it, trade it, lose it to a Disaster or Bad Stuff, or discard it to power a Class ability.

If something lets you have more than one Big item (for instance, the **Cheat!** card) and you lose that ability, you must either correct the problem immediately or get rid of all but one Big item. If it's your turn and you're not in combat, you can sell the excess Big items (as long as you have at least 1,000 Gold Pieces of Items to sell). Otherwise, you must give them to the lowest-Level player(s) who can carry them! If any Big items are still left over, discard them.

Anyone can carry any item, but some items have use restrictions: for instance, the **Double-Barreled Slingshot** can only be wielded by a Kid. Its bonus only counts for someone who is, at the moment, a Kid.

Likewise, you may also use only one Headgear, one suit of Armor, one pair of Footgear, and two "1 Hand" items (or one "2 Hands" item) . . . unless you have a card that lets you ignore these limits. If you are carrying two Headgear cards, for instance, only one of them can help you.

You should indicate items that can't help you, or extras not being worn, by turning the cards sideways. You may NOT change your used and carried items during a combat or while running away. You cannot discard Item cards "just because." You may *sell* items for a level, or *give* an item to another player who wants it. You may discard to power certain Class abilities. And a Disaster may force you to get rid of something!

**Trading:** You may trade Items (but not other cards) with other players. You may only trade Items from the table – not from your hand. You may trade at any time except when you're in combat – in fact, the best time to trade is when it's not your turn. Any Item you receive in a trade must go into play; you can't sell it until it's your turn.

You may also give Items away without a trade, to bribe other players – "I'll give you my **Survival Tool** if you *won't* help Bob fight **Great Cthulhu**!"

You may show your hand to others. Like we could stop you.

**Selling Items for Levels:** During your turn, you may discard items worth at least 1,000 Gold Pieces and immediately go up one level. If you discard (for instance) 1,100 Gold Pieces worth, you don't get change. But if you can manage 2,000 worth, you can go up two levels at once, and so on. You may sell items from your hand as well as those you are carrying. You may *not* sell items to go to Level 10.

## Item Enhancers

Some cards are Item Enhancers. These must be played on an Item you already have in play; they cannot be played by themselves. They add to the combat bonus of the Item or give the Item new abilities. You cannot move an Item Enhancer to a new Item once you have played it.

All enhancers on a single monster add together. If there are multiple monsters in a combat, the person who plays each enhancer must choose which monster it applies to.



## Items – Playing Them

Any Item card may be played to the table as soon as you get it, or at any time on your own turn other than in combat (unless the card itself says otherwise).

## Items – Using Them

Any one-shot Item can by played during any combat, whether you have it in your hand or on the table. (Some one-shot Items may also be used outside of combat.)

Other Items stay on the table in front of you once they are played. You *may* keep Items in front of you that you cannot currently use (because of your Class, or because you're already using other Items of that type). Turn these Items sideways. These Items are "carried" but not "in use." **Exception:** You may have only *one* Big item in play at a time unless you have a card that will let you use more.

## Other Treasures

Other Treasure cards (like **Go Up a Level** cards) are "specials." You may play these at any time, unless the card itself says otherwise. Follow the card's instructions, then discard it, unless it has a persistent bonus like an Item.

# When to Play Cards

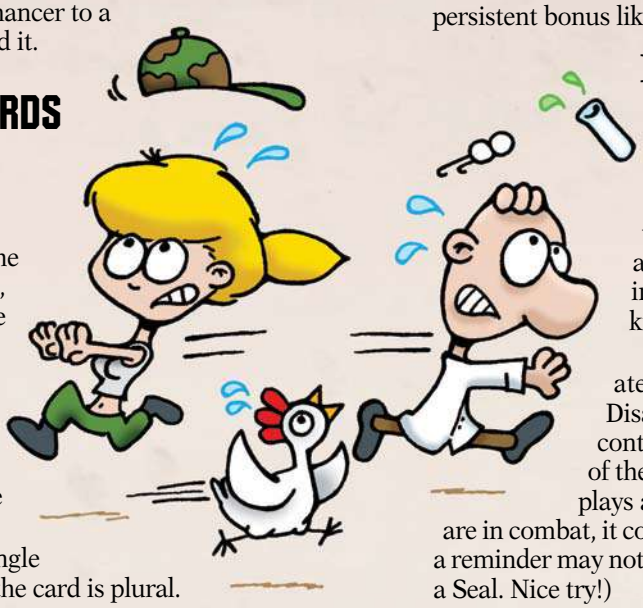
A quick reference guide . . .

## Monsters

If drawn face-up during the "Kick Open The Door" phase, they immediately attack the person who drew them.

If acquired any other way, they go into your hand and may be played during "Looking For Trouble," or played on another player with the **Wandering Monster** card.

Each Monster card is a single monster, even if the name on the card is plural.



### *Undead Monsters and Sharks*

Several monsters in this set are tagged **Undead**. You may play any Undead monster from your hand into combat to help any *other* Undead, *without* using a **Wandering Monster** card. If you have a card that can be used to make a monster Undead, you may play it with a non-Undead monster to use this rule.

Other monsters are **Sharks**. Just like Undead, you can play any Shark into combat to help any other Shark.

## Monster Enhancers

Certain cards, called monster enhancers, raise or lower the combat strength of individual monsters. (Yes, you can have a negative enhancement.) Monster enhancers may be played by any player during any combat.

## Disasters

If drawn face-up, during the "Kick Open The Door" phase, Disaster cards apply to the person who drew them.

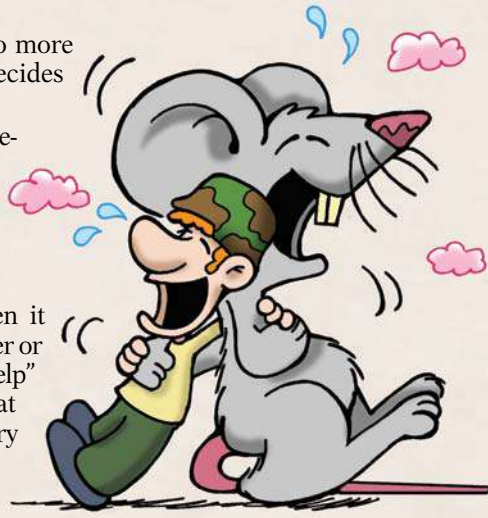
If drawn face-down or acquired some other way, Disaster cards may be played on any player at any time. ANY time, do you hear me? Reducing someone's abilities just as he thinks he has killed a monster is a lot of fun.

Usually, a Disaster affects its victim immediately (if it can) and is discarded. However, some Disasters give a penalty later in the game or have a continuing effect. Keep these cards until you get rid of the Disaster or the penalty takes effect. If someone plays a "your next combat" Disaster on you while you are in combat, it counts in *that* combat! (Disaster cards you keep as a reminder may not be discarded to power Class abilities or to Close a Seal. Nice try!)

If a Disaster can apply to more than one Item, the victim decides which Item is lost.

If a Disaster applies to something you don't have, ignore it. For instance, if you draw **Lose Your Armor** and you have no armor, nothing happens; discard the card.

There will be times when it will help you to play a Disaster or Monster on yourself, or to "help" another player in a way that costs him treasure. This is very munchkinly. Do it.



## Classes

Class cards may be played to the table as soon as they are acquired, or at any time during your own turn. The same is true for **Super Munchkin**, but you must already have a Class to play **Super Munchkin**.

## Combining *Munchkin Apocalypse* With Other *Munchkin* Games

Some of you may want to add a little end-of-the-world action to your other ***Munchkin*** sets. Here are a few tips to make those combinations as fun as they can be:

- Disasters are the same as Curses and Traps. Anything that affects one affects the other two as well. (Yes, this makes **Militia** an awesome Class in a crossover game!)
- Seals will not open as quickly in a blended set. If you still want the feeling of impending Armageddon, each player rolls a die at the start of his turn and opens a Seal on a result of 1.
- There are some monsters in other sets that really should be considered Sharks. (They're labeled in ***Munchkin Booty*** and subsequent sets, but not in earlier games.) We've posted a canonical list of Sharks on our website; go to **www.worldofmunchkin.com/sharks**.
- Similarly, we have not labeled every Item Enhancer as an Item Enhancer in past games. (This is important for the **Improvised Weapon,** among other reasons.) They all have pretty much the same rule text, though, so if it attaches to an Item and makes it better, it's an Item Enhancer. We'll be sure to start adding that text in future printings.

## More *Munchkin*!

Visit **www.worldofmunchkin.com** for news, errata, updates, Q&A, and much more. To discuss ***Munchkin*** with our staff and your fellow munchkins, visit our forums at **forums.sjgames.com**. Check out **www.worldofmunchkin.com/resources.html** for reference cards, play mats, and dozens of links.

Other ways to connect to the ***Munchkin*** social network:

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

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

## Super-Sized *Munchkin*

Studies have shown that 8.4 out of 9.7 ***Munchkin*** players just can't get enough of the game. Here are some ideas to take your ***Munchkin*** games to new heights – or lows:

*Combining different* ***Munchkin*** *sets*. You can mix two (or more) base sets and expansions together for a genre-crossing mega-***Munchkin*** adventure! Space plus Old West? Kung fu vampires? No problem!

*Expansions*. These add still more monsters to kill, new Treasure to loot, and sometimes entirely new kinds of cards.

Ask for all the ***Munchkin*** sets and expansions at your local game or comic store – find it using our Store Finder, **gamerfinder.sjgames.com** – but if you don't have a local store, we'll be happy to sell them directly to you at **www.warehouse23.com**.

*Turn it up to EPIC!* Playing to Level 10 just isn't enough for some people. To satisfy their insane cravings, we've created ***Epic Munchkin,*** a new set of rules that gives all your ***Munchkin*** sets that high-octane boost you need to make it up to *Level 20!* Look for it on our online PDF store, **e23.sjgames.com** – it's completely, absolutely FREE!

*All of the above!!!*

## Faster Play Rules

For a faster game, you can add a "phase 0" called **Listen At The Door**. At the start of your turn, draw a face-down Door card, which you may play or not. Then arrange cards and Kick Open The Door normally. If you Loot The Room, draw a face-down **Treasure**, not a Door.

You can also allow shared victories – if a player reaches Level 10 in a fight where he had a helper, the helper also wins the game, no matter what Level he is.

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The **Octobear** is from *Bearmageddon,* by Ethan Nicolle, and is used with his kind permission.

*Playtesters:* Stacy Beckwith, Car Bostick, Jason Carrigan, Jim Davies, Quinn M. Davies, Eric Dow, Jada Dunn, Jenny Howell, Ashley Humphries, Rachael Loncar, Andres Medina, Samuel Mitschke, and Igor Toscano. Special thanks to everyone who broke ***Munchkin Apocalypse*** at GameStorm 14 and PAX East 2012!

As has become tradition, John Kovalic worked with the fine folks at the Warpcon Charity Auction to raise money for good causes. Winners of card appearances this year were Neal McNamara (**Nail Gun**) and Howard Samuel (**Ectoplasmic Vacuum Cleaner**), who is now one of only a few people to appear on TWO ***Munchkin*** cards. Congratulations and thank you for your generosity!

**Tiamutt** was suggested by Jacob Sommer. Thanks, Jacob!

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