

EPIC MUNCHKIN™



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Does your *Munchkin* adventure end too soon? There you are, multi-raced and multi-classed, with three hands full of killer items, buffed up with sidekicks and *Munchkin Fu* styles . . . and the game's over. Rejoice, for *Epic Munchkin* is here. This rules set includes the Epic rules for *Munchkin* (including *Unnatural Axe*, *Clerical Errors*, *The Need for Steed*, and *De-Ranged*), *Star Munchkin* (and *The Clown Wars*), *Munchkin Fu* (but not *Monky Business*, since it didn't add any new races or classes), *Munchkin Bites!* (and *Pants Macabre*), *Super Munchkin* (and *The Narrow S Cape*), *Munchkin Impossible*, *Munchkin Cthulhu*, *The Good, the Bad, and the Munchkin*, and *Munchkin Dice*.

STARTING THE GAME

We suggest you use the "faster play" rules. That will get you to the romp/stomp/slay part of the game sooner. Then play as normal until someone reaches Level 10 (which no longer requires a kill). At that point, instead of ending the game, any characters of Level 10-19 are considered "Epic" and these rules apply to them. Those of Level 9 or below are not "Epic" . . . if a higher-level character is knocked back to Level 9 or below, he loses his Epic powers. (Note that the *Munchkin Blender* set includes "Epic Junior" cards, which let lower-level characters use the Epic powers.)

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WINNING THE GAME

Levels 19 and 20 may only be reached by actual monster kills. Play to Level 20. At that point, it's really over.

KICKING DOWN DOORS

When an Epic munchkin kicks down a door, turn over two cards and apply them as follows:

(1) Traps and curses first, in the order the player chooses.

(2) Everything else except rooms, monsters, and monster bonuses, in the order the player chooses. Yes, if you turn over a Class, Race, Style, Power, or Training, you can apply it immediately, before the fight.

(3) Rooms. If you drew one room card, it will apply to the fight. If you drew TWO, the first one drawn applies and the second goes into the player's hand.

(4) Monsters and monster bonuses. If there are two monsters, fight them both. If you draw both a monster and a monster bonus (that is, either an enhancer like Radioactive which increases the monster's level, or a card like Clone that duplicates the monster) the bonus applies to the monster. (But if you get a bonus and no monster, the bonus goes into your hand normally. And an "enhancer enhancer" like Mind-Bogglingly always goes into your hand.)

EPIC FEATS

Epic characters can also perform Epic Feats of Munchkinry!

MUNCHKIN RACES AND CLASSES

Munchkin

Elf: *Arrow-Minded.* You may fire arrows into a fight in which you are not involved either as main player or helper. This works like thieflily backstabbing: discard a card and give a monster or player a -2. However, the epic elf can fire two arrows per turn, for a maximum of -4. An epic elven thief can fire two arrows AND backstab once, if he has three cards to discard.

Dwarf: *Hand of the Gods.* You may have any number of cards in your hand.

Halfling: *Garage Sale.* You may sell TWO items per turn for double their value.

Human: *Pets Rock.* Yes, at epic levels, even Humans have a racial power! Rather than fighting any monster of Level 5 or below, you may make a pet of it (as long as you do not already have a pet in play). Play it to the table. You may sacrifice it later as a one-time combat bonus, for or against any player or monster. If you use it for a player, including yourself, its bonus is equal to its base level. If you use it against a player, it is treated as a Wandering Monster. Yes, all its special abilities count, monster enhancers will work on it, and if your rival cannot defeat it he must Run Away from it! At any time that you lose your Epic or Human status, and your pet has not been used, your pet wanders off and is forever lost.

Cleric: *Pray for a Miracle.* At any time, even during combat, you may discard two cards, from your hand OR the table, to take the top card from the Treasure deck face-down into your hand. If it is something you can use, you may play it immediately.

Thief: *Steal From Shadows.* By discarding one card from your hand, you may steal one card (you choose randomly) from a rival's hand. No die roll is required. You may do this only on your turn, and only once per turn, and (of course) not during a combat.

Warrior: *Ludicrous Strength.* "Two-handed" items require only one hand for you, and you may carry and use two Big items.

Wizard: *Outrun Curse.* When you draw a Curse, or a Curse is played on you, you may discard a card from your hand to attempt to Run Away from the Curse. Make your normal Run Away roll. If you fail to Run Away, you may play another card and try again - until you successfully Run Away, use all the cards in your hand, or give up.

Munchkin 2: Unnatural Axe

Orc: *Munchkin Munch.* When you turn over (or Look For Trouble and find) a monster of Level 1, you may simply EAT it. Your foes cannot play any cards to stop this . . . it's a Level 1 monster, you eat it, any bonuses applied to the monster are discarded, yum yum, that's that. You go up a level for the hot meal, and since this is a kill, you can win this way.

Munchkin 3: Clerical Errors

Gnome: *Sneaky Little Devil.* You no longer suffer a penalty to Run Away . . . and if you successfully Run Away from combat you still get two face-down Treasure cards!

Bard: *Super Bardic Luck.* As Bardic Luck, but draw two more Treasures than you're entitled to, and immediately discard any two Treasures (your choice).

Munchkin 5: De-Ranged

Ranger: *Strays Make the Best Rides.* You always were a sucker for a fuzzy face. Whenever a monster is discarded, whether on your turn or another player's, you may discard your entire hand (at least 3 cards) and grab the discarded monster. It's automatically tamed and becomes your new Steed. Your Steed's combat bonus is equal to the number of treasures that it would have granted if you had defeated it in combat.

STAR MUNCHKIN RACES AND CLASSES

Star Munchkin

Cyborg: *Assimilation.* In combat, rather than fighting a monster, you may discard any three items and assimilate it. You do not get a level or Treasures for assimilating a monster. The monster becomes your Drone . . . keep it in front of you. It can be sacrificed like a Sidekick to let you Run Away, or it can be used to spring the next Trap card played on you, after which it is discarded.

Feline: *Hyper-Curiosity.* Your Curiosity power may be used on either or both of the Station cards you initially turn over. If one is a monster and one is not, you may use Curiosity on the non-monster before combat. If neither is a monster, you may kick down one or two more doors, and you don't have to decide if you are turning over a fourth Station card till you see what's behind the third.

Human: *Pets Rock.* Yes, at epic levels, even Humans have a racial power! Rather than fighting any monster of Level 5 or below, you may make a pet of it (as long as you do not already have a pet in play). Play it to the table. You may sacrifice it later as a one-time combat bonus, for or against any player or monster. If you use it for a player, including yourself, its bonus is equal to its base level. If you use it against a player, it is treated as a Wandering Monster. Yes, all its special abilities count, monster enhancers will work on it, and if your rival cannot defeat it he must Run Away from it! At any time that you lose your Epic or Human status, and your pet has not been used, your pet wanders off and is forever lost.

Mutant: *Total Freak.* You may have any of the following: three items of Headgear; three items of Footgear; two items of Headgear AND two items of Footgear; two extra Hands' worth of stuff; two items of Headgear AND one extra Hand's worth of stuff; or two items of Footgear AND one extra Hand's worth of stuff. Like a regular Mutant, you can switch between these choices at any time.

Bounty Hunter: *Best of the Best.* The Bounty Hunter may draw two face-down Station cards or one face-down Treasure card after he helps someone else kill a monster. He draws one face-down Station card even when he wins a combat single-handed.

Gadgeteer: *Trap Master.* Your Disarm Traps power now applies to Traps played on you by other players as well. Further, by discarding three cards, you may redirect the Trap to someone else!

Psychic: *These Are Not the Meals You Are Looking For.* During combat, you may discard your entire hand to confuse one of the monsters you are fighting. It passes to the player on your left, who must fight it in addition to any monsters found when he turns over his Station card(s). If you are fighting more than one monster, you pick which monster to shift. You may not ask for help in a combat in which you use this power, and you do not get your +2 bonus for fighting alone.



Trader: *Master Trader.* You may use your Trading power for any Item card or cards among the top three cards in the discard stack.

Star Munchkin 2: The Clown Wars

Bug: *Regeneration.* Bad Stuff no longer costs you levels; ignore that part of any Bad Stuff that happens to you, and remember to gloat about it and describe how you're growing your leg back.

Space Ranger: *You're Drafted.* You may pick up any Sidekick on top of the discards, at any time. You may not exceed the legal number of Sidekicks, but you may discard one to make room for the new one.

MUNCHKIN FU CLASSES

Each *Munchkin Fu* Class card you have in play entitles you to one extra Style.

Ninja: *Fight Another Day.* If you are facing more than one monster in a combat and they are more than double your level (and that of your ally, if any), you may slip away and leave them to fight it out. Note that this does not allow your ally a free escape.

Monk: *Clairvoyance.* You may look at the hands of the players on your right and left, any time you want to. They must show you anything they draw face down.

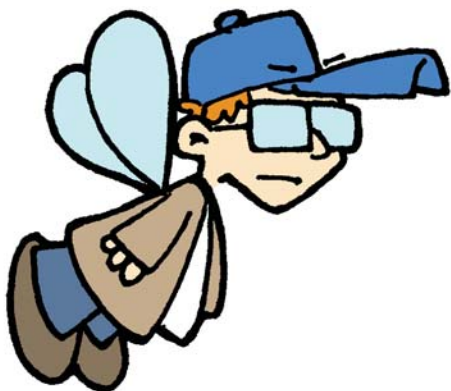
Yakuza: *Crime Lord.* You may have any number of Mooks in play. Remember that this also covers Minions, Sidekicks, and Hirelings.

Samurai: *Draw and Strike.* During combat, discard your entire hand (minimum 3 cards) to remove one Monster from combat. This counts as a kill. However, if the monster is not by himself, and you Run Away from the others, you get only one level, and no treasure, from your kill.

MUNCHKIN BITES! RACES

Munchkin Bites!

Changeling: *Illusion.* When you play a Monster Enhancer or Enhancer Enhancer, you may recover it after the combat is over by discarding another card from your hand.



Human: *Pets Rock.* Yes, at epic levels, even Humans have a racial power! Rather than fighting any monster of Level 5 or below, you may make a pet of it (as long as you do not already have a pet in play). Play it to the table. You may sacrifice it later as a one-time combat bonus, for or against any player or monster. If you use it for a player, including yourself, its bonus is equal to its base level. If you use it against a player, it is treated as a Wandering Monster. Yes, all its special abilities count, monster enhancers will work on it, and if your rival cannot defeat it he must Run Away from it! At any time that you lose your Epic or Human status, and your pet has not been used, your pet wanders off and is forever lost.

Vampire: *Unshakable Will.* No card or special power can compel you to aid in a combat if you don't want to. You may also discard extra cards at the end of your turn, rather than giving them to another player for any reason.

Werewolf: *Monstrous Form.* A single monster enhancer, or two totaling +10, may be played on you for a permanent bonus. They are lost if you die. If a trap or Bad Stuff costs you a level, you may discard an enhancer card instead.

Munchkin Bites! 2: Pants Macabre

Mummy: *Kiss It And Make It MINE!* After you Kiss It and Make It Better, you may discard a second card to take the Curse or Trap you canceled into your hand.

SUPER MUNCHKIN CLASSES

Super Munchkin

Exotic: *Weird Adaptation.* If you lose a Power to a Trap or Bad Stuff, you may look through the discards and claim the first Power of lower Rank that you find to replace it.

Mutant: *World-Conquering Lab Rat.* You do not lose Powers to Bad Stuff.

Mystic: *Cosmos Control.* You only need to discard one card to re-roll any die roll you make.

Techno: *Dumpster Diving.* When someone else loses, discards, or sells an Item, you may discard three cards to claim it. If two Epic Technos try to claim the same Item at the same time, roll dice; the high roll discards his cards and gets the Item. Yes, you can use a Loaded Die (or Cosmos Control, if you are also a Mystic) to affect your roll.

Super Munchkin 2: The Narrow S Cape

Brain: *Super Smart.* Monsters do not get their class, race, sex, etc. bonuses against the player you are helping in combat, or who is helping you.

MUNCHKIN IMPOSSIBLE CLASSES AND LOYALTIES

Each *Munchkin Impossible* Class card you have in play entitles you to one extra Training card.

American: *Talking Loudly.* As an American, you tend to speak just a little too loud. This behavior is quite distracting to monsters; you have a +1 bonus against monsters and may take advantage of the distraction – but only one time during a fight – to exchange items during a combat or while running away.



British: *For the Queen!* You're fiercely loyal to the Crown, as are all other Brits. By shouting "For the Queen!" when fighting a monster, and discarding one card from your hand, a British spy of your choice *must* help you.

Chinese: *Factory Superiority.* Your nation's factories produce items which are used around the world. Whenever another player first plays an Item card, before it is used, you may discard one card from your hand and roll the die; on a roll of 6 that Item was manufactured in a Chinese factory and is defective. The Item card is immediately discarded and has no effect.

Russian: *We Have Ways of Making You Help.* Though the old regime may be gone, its teachings and methods remain. During a fight, on your turn, you may discard a card from your hand and *borrow* a hireling from any other player. That hireling is yours to command during this fight but at the end of your turn the hireling – if he's still alive! – returns to the player you borrowed him from.

Assassin: *Professional Hit.* A professional assassin always does his homework before a mission. Whenever you're fighting a monster you gain a bonus equal to the number of vowels in the monster's name (as it appears on the card).

Playboy: *Just a Moment, Dear Chap.* As an Epic Playboy you're so smooth that monsters will pause for a moment when you ask them to, giving you a chance to sell some treasure. You may sell items once during a fight and you may not use any items that are sold during the fight.

Tourist: *Cheese!* Nothing says "tourist" like a collection of bad photos and slides. Whenever you're involved in combat, either on your own turn or aiding another player, you may pause the fight by discarding a card from your hand and saying "Cheese!" Everyone involved stops and smiles for the camera, during which time you may take the card from the bottom of both of the two discard piles. You may pull this trick only once each fight.

MUNCHKIN CTHULHU CLASSES

Cultist: *Zealotry.* The end is nigh and there are still unbelievers to convert. They must see the light *right now*. Gain a +1 combat bonus for each non-Cultist in play.

Investigator: *Nose Where it Doesn't Belong.* You like to push things a little too far sometimes, sticking your nose into places you really shouldn't. At any time that another player gives any other player a card – for any reason – you may look at the card and, if you like it, swap it for two cards from your hand.

Monster Whacker: *Whack! Whack! Whack!* You are a master of the secret art of battle, capable of using long-forgotten combat techniques to . . . aw, forget it. **Bulk Smash!** You have a +3 bonus against monsters of Level 10 and below *and* a +2 bonus against monsters of Level 11 and higher. You no longer suffer from *Panic*.

Professor: *Encyclopedia Cultanica.* You're a walking library of information and know everything about every foul beastie that exists. You have a +1 bonus against any monster. Additionally, at any time that a card tells you "Become a Cultist" you may instead roll the die and sacrifice a number of cards from your hand, or in play, equal to the die roll in order to resist the cult's call. If you cannot sacrifice the cards, or just don't want to, you become a Cultist.

THE GOOD, THE BAD, AND THE MUNCHKIN CLASSES

Cowboy: *Ha, Ha, You Missed Me.* Once per game, a Cowboy who has failed his Run Away roll may say "Ha, ha, you missed me!" and Run Away anyhow. When he does this, no cards can be played on him to turn his success into a failure. He gets away, period, ha ha. (Use of this power is limited to once per game per player, even if he loses the Cowboy class and then regains it.)

MUNCHKIN DICE

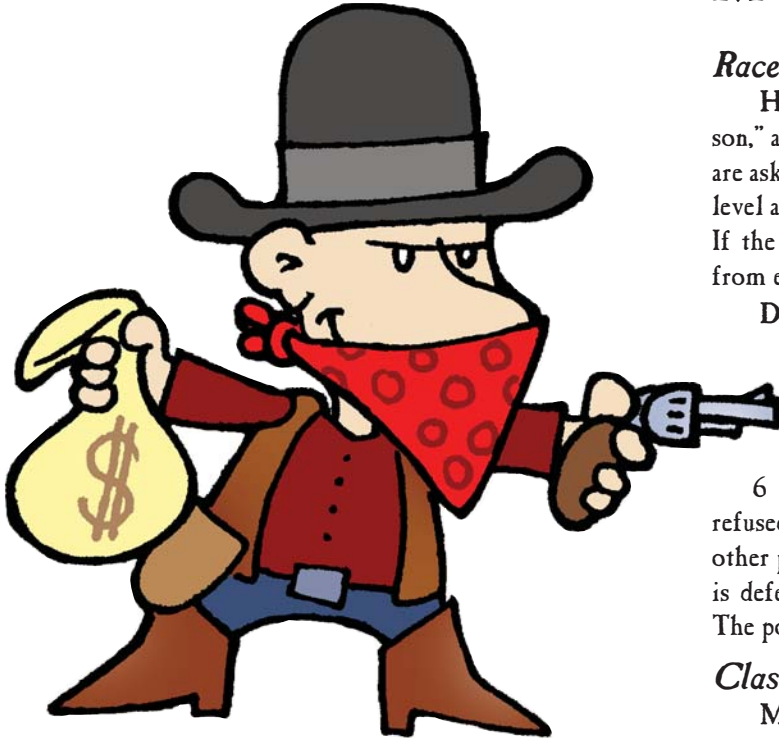
Race Modifiers

High: You're So Helpful. You're just a "people person," always ready to lend a hand to those in need. If you are asked to aid another in combat you use not only your level and bonuses but also roll the die and add the result. If the monster is defeated you may take the top card from either discard pile as your reward.

Dark: You're So Bad. And they thought you were evil before. As a Dark Epic whatever, you've mastered the art of manipulating others to suit your vile needs. If your request for aid during a fight is refused roll the die; on a roll of 5 or 6 you turn the monster toward the player that refused to assist you. The combat plays out against the other player and then your turn resumes. If the monster is defeated you collect its treasure *and* gain the level. The poor fool that refused to assist you gains nothing.

Class Modifier

Master: You're So Cool. Possessing masterful skills – as only a master can – inspires those that follow you, making them greater than they would be if they weren't basking in your masterful presence. (Yay, master!) One monster modifier card played on each one of your hirelings, chosen when the modifier is played, uses the value printed on the card and not the standard "+5 modifier card makes the hireling worth +1 level" rule.



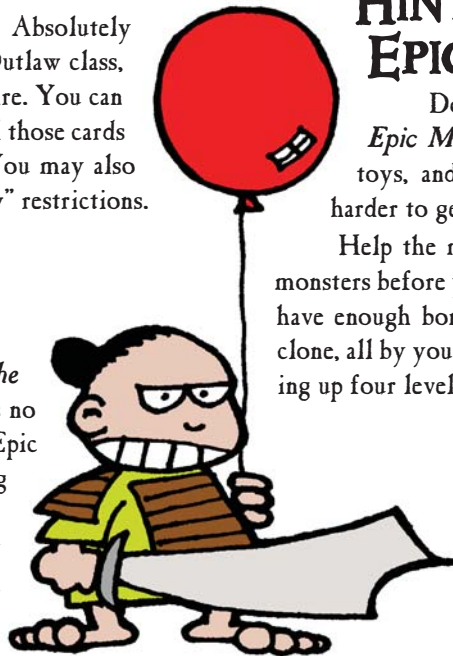
Dude: Dude-alicious. The "All Duded Up" bonus is increased. Every Headgear, Footgear, or Armor item you wear gives you a +2. Every Steed-only item worn by your Steed also gives you a +2.

Indian: Counting Coup. When you win a combat unassisted, you may take up to two of your Treasure draws as face-down Door draws instead.

Outlaw: Bad To The Bone. Absolutely *nothing* can make you lose your Outlaw class, or any Outlaw-only item you acquire. You can still choose to discard, trade, or sell those cards if it is otherwise legal to do so. You may also ignore any "Not Usable by Outlaw" restrictions.

EPIC STEEDS! WHOA!

Introduced in *Munchkin 4: The Need for Steed*, it should come as no surprise that your steed achieves Epic status (and loses that status) along with you. An Epic Steed lets you carry one extra Big item. At any time that you lose your Epic status, and your steed is carrying an extra Big item, you must discard one Big item.



HINTS FOR EPIC PLAY

Don't die. Death is inconvenient to an *Epic Munchkin* because it takes away all his toys, and without them he will find it much harder to get levels!

Help the monsters. Play enhancers on your own monsters before you fight them. At epic levels, you may have enough bonuses to defeat Great Cthulhu and his clone, all by yourself – and winning the game by rocketing up four levels at once is very munchkin indeed!

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