

## EPIC MUNCHKIN

Does your *Munchkin* adventure end too soon? There you are, multiraced, with three hands full of killer items, buffed up with minions and Powers . . . and the game's over.

Rejoice, for *Epic Munchkin* is here.

This sequence of play covers all *Munchkin* games (including Rooms from *Star Munchkin 2 – The Clown Wars* and Styles from *Munchkin Fu*), but Epic Feats are only included for *Munchkin Bites!* and *Pants Macabre*.



## STARTING THE GAME

We suggest you use the “faster play” rules (see the box on p. 4 of the *Bites!* rulesheet). 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.

## EPIC FEATS

Epic characters can also perform Epic Feats of Munchkinry!



## MUNCHKIN BITES! RACES

**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.

**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.

**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.



## 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, or Power, 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.)

## 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!

*Epic Munchkin* was conceived by Paul Chapman, and tested, developed, and updated by Michelle Barrett, Andrew Hackard, Jan Hendriks, Giles Schildt, Mia Sherman, Monica Stephens, Erik Zane, and various unnamed perpetrators.

### *Munchkin Bites! 2 – Pants Macabre*

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