

MUNCHKIN BLENDER™

This set of cards is intended to be combined with one or more *Munchkin* sets. It is not a stand-alone game.

DECK BUILDING

Munchkin Blender can be used with any combination of *Munchkin* sets. However, it was designed to be used with (at least) three sets together, including both Races and Classes. If it's added to a single game, the new cards will overpower the old ones. They're supposed to be occasional Easter eggs, not a constant thing. Suggestion: Always include all the new Treasures, but use only part of the *Blender* deck of Doors if you're adding it to a smaller set of cards.

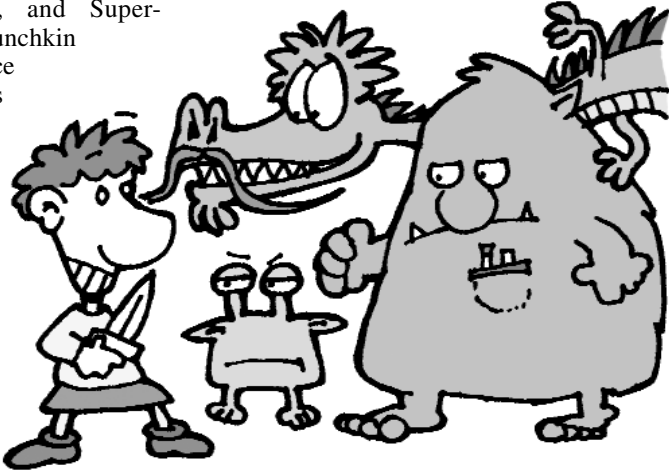
Any single set (e.g., just *Munchkin*): use only 1/3 of the *Blender* Doors.

Any single set with at least one expansion: use only half of the *Blender* Doors.

Any two sets together: use about 2/3 of the *Blender* Doors.

If you have at least two sets with at least one expansion, or three or more sets: Throw all the *Blender* Doors in there!

Special note: If the only sets in the mix are *Munchkin Fu* and *Blender*, remove a half-dozen of the Level 1 monsters from *Blender*, so as not to make it too easy on the Yakuza. If the only sets are *Munchkin Fu*, *Super Munchkin*, and *Blender*, take out the Old Edition, Half-Breed, 1/3-Breed, and Chimera cards, since *Fu* doesn't have races. If the only sets are *Munchkin Bites!* and *Blender*, take out the Old Edition, Super Munchkin, Ultra Munchkin, and Super-Duper Munchkin cards, since *Bites!* does not have classes.



WHAT A HUMONGOUS DECK!

If you have all the *Munchkin* sets, or even most of them, your piles of cards WILL be too tall. There are at least three things to do about this:

(1) Divide each deck in half and put half on either side of the table, and let players draw from whichever stack is convenient.

(2) Divide each deck in half and just put half out of the way; you'll never get that far anyway, and if you do, just bring the other half into play.

(3) Keep each set together, so there's one draw pile for *Munchkin* doors, another for *Star Munchkin* Doors, and so on. Allow players to pick what decks they draw from. This usually makes the game faster but less weird.

CARDS AND RULES

Any card or rule in any set which refers to "Cheat" also covers "Cheat With Both Hands" and "Cheat Like There's No Tomorrow."

Any card or rule in any set which refers to "Wandering Monster" also covers "Dogpile" and "Monster Mash."

All restrictions on the use of Half-Breed also apply to 1/3-Breed and Chimera. You must have at least one Race in order to play any of these cards, and if you lose all your Races, you lose the multiple-race card, too. You can only have one of these cards in play at a time. If you have any of these cards in play, you may freely discard it and replace it with one from your hand or one you just drew.

Likewise, all restrictions on the use of Super Munchkin also apply to Ultra Munchkin and Super Duper Munchkin. You must have at least one Class in order to play any of these cards, and if you lose all your Classes, you lose the multiple-class card, too. You can only have one of these cards in play at a time. If you have any of these cards in play, you may freely discard it and replace it with one from your hand or one you just drew.

And likewise, if something happens to a multiple-race or multiple-class card you have in play, and you have another one in your hand, you may immediately play it, and you don't have to discard any races or classes that are permitted by the replacement card.

Always remember: No matter what kind of penalties may come up, the Level and Treasures of a monster, and the Level of a character, cannot go below 1.

ENHANCER ENHANCERS

"Enhancer enhancers" are a new type of card. They can only be played on enhancer cards which have been played on monsters. Example: You cannot take an ordinary monster and play "Incredibly" on him. He has nothing to become incredible. But if he is already (for instance) Humongous, you can make him Incredibly Humongous!

Note that the "Dancing" style in *Munchkin Fu* cannot remove an enhancer that has an enhancer enhancer on it, but it can remove the enhancer enhancer. Say that three times quickly.

Note also, just to avoid arguments: Enhancer enhancers cannot be used to power up Mooks or Monks!

EPIC MUNCHKIN

Does your *Munchkin* adventure end too soon? There you are, multi-raced and multiclassed, 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*, *Unnatural Axe*, *Clerical Errors*, *Star Munchkin*, *Clown Wars*, *Munchkin Fu*, *Munchkin Bites!*, *Pants Macabre*, and *Super Munchkin*. (*Monky Business* didn't add any new classes.)

STARTING THE GAME

We suggest you use the "faster play" rules (see box, p. 2). 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.)

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.)

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Munchkin, *Unnatural Axe*, *Clerical Errors*, *Star Munchkin*, *Clown Wars*, *Munchkin Fu*, *Monky Business*, *Munchkin Blender*, *Munchkin Bites!*, *Pants Macabre*, and *Super Munchkin* are trademarks of Steve Jackson Games. Warehouse 23 and the all-seeing pyramid are registered trademarks of Steve Jackson Games. All rights reserved. Copyright © 2004, 2005 by Steve Jackson Games Incorporated. Version 1.1.

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EPIC FEATS

Epic characters can also perform Epic Feats of Munchkinry!

MUNCHKIN RACES AND CLASSES

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.

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.

Gnome: Sneaky Little Devil. You no longer suffer a penalty to Run Away . . . and if you successfully Run Away from combat, or avoid combat in any other fashion, 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).

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. 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!

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.

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

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.

STAR MUNCHKIN RACES AND CLASSES

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.

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.

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.

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.

Gadgteer: 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.

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

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.

SUPER MUNCHKIN CLASSES

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.

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!

FASTER PLAY RULES

Use these rules with any *Munchkin* game, any time you want things to get moving more quickly. They're especially worthwhile in a "blender game" that combines sets.

1. Each player starts with four cards from each deck.
2. A player gets four cards from each deck when he returns from death.
3. Any time a Race, Class, Power, or Style card, or any card that lets you get extra Races, Classes, Powers, or Styles (such as Super Munchkin or Half-Breed), is on top of the discard pile, any player may discard a "Go Up A Level" card from his hand and claim it. If multiple players try to claim a card, they roll dice. The winner gets the card; the loser keeps his Level card. (And yes, you can use a Loaded Die to affect your die roll!)
4. Quick discarding to bury a Race (etc.) card in the discards, so your rivals can't get it, is very munchkinly, but not allowed. Everyone must have a chance to get the discard.

