

#1479 \$15.00

MUNCHKIN QUEST™

EXTRA PARTS

Game Design by Steve Jackson • Illustrated by John Kovalic

Chief Operating Officer: Phil Reed

Munchkin Brand Manager: Andrew Hackard

Rule suggestions from Jan Hendriks, Will Schoonover, and Erik Zane.

This set includes everything cardboard from the basic *Munchkin Quest* box. Okay, everything cardboard EXCEPT THE BOX, darn it.

How to Use This Stuff

Entrance

Now you have two dungeon entrances!

The second entrance is actually the Exit. To win, you must leave by the Exit, not the Entrance. All special rules about the Entrance also apply to the Exit, except that you do not respawn at the Exit.

The Exit is automatically placed as soon as someone reaches Level 10. The player who has the lowest level at that point may attach it anywhere that it will fit. Links may be removed to fit it in, but not rooms. Flip the Exit tile over so it shows the *Munchkin Quest* logo, so you will not confuse it with the Entrance.

Rooms

With this set, you have a duplicate of every single room tile in the original set. Since every room has two sides, your dungeon layout can be twice as big.

When a room is drawn that duplicates a room already in play, just flip it over and use the other side. (Yes, use of a card like **Redecoration** can cause the dungeon to have two identical rooms.)



To fully use this super-sized dungeon, you might choose either to play to more levels, or to reduce everyone's starting Move to 2 instead of 3. (That makes exploration slower, but it makes turns faster, and it usually means that you'll get more rooms explored before somebody wins.)

Links

You can use the links if you want, but we recommend holding them in reserve. Some *Munchkin Quest* expansions will add some weird, special links, and those will be harder to find in the mix if you have twice as many regular ones. But keep these extras around in case the dogs and/or kids eat some.

Level Counters

You don't need the extra Level Counters for your *Munchkin Quest* game, but they can still come in handy for other games that count levels (or anything else) from 1 to 10. Of course, we suggest sticking them in the box with your original *Munchkin* set.

Move and Health

You probably don't need the extra Move and Health tokens unless you are playing a very weird game. Not that we have a problem with weird games. But it's a good idea to keep these around for replacement parts, too.

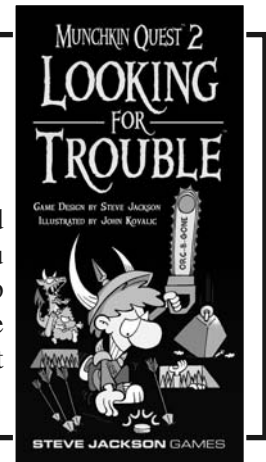
Feeling Creative?

If you come up with other interesting uses for these parts, in *Munchkin Quest* or other games, head over to forums.sjgames.com and tell us about them!

ALSO AVAILABLE

Trouble Is Good!

Trouble means gold. Trouble means leveling up. And with *Munchkin Quest 2 – Looking for Trouble*, you can find trouble with up to six players. More help against the monsters! More friends to backstab! More competition for the loot! Whoops, forget we said that last bit.



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