



# MUNCHKIN<sup>®</sup> APOCALYPSE

## GUEST ARTIST EDITION

This special Guest Artist Edition of *Munchkin Apocalypse* is one of a series of limited sets celebrating *Munchkin*. This game has been re-illustrated by Len Peralta, who also drew the *Star Munchkin Guest Artist Edition*. We've placed the artist's signature where a set icon would normally go. Since this set didn't originally have an icon, this worked out great!

For more about all the Guest Artist Edition games, look at [munchkin.sjgames.com/guestartists](http://munchkin.sjgames.com/guestartists).



## IT'S THE END OF THE WORLD . . . LEVEL UP NOW!

This game includes 92 Door cards, 76 Treasure cards, 12 Seal cards, 12 player standies (six male, six female), one gameboard, one six-sided die, and these rules. Three to six can play.

### SETUP

Each player takes two standies of the same color and chooses one to place on the space marked "1" on the gameboard. The player's starting sex matches the standie chosen. The other standie goes in front of the player as a color reminder.

Divide the cards into the Door deck and the Treasure deck. Shuffle both decks. Deal four cards from each deck to each player. Shuffle the Seals and put them face-down in the middle of the table.

The numbered spaces on the board represent your Level (see p. 2). When your character goes up (or, ugh, down) in Level, move your colored standie accordingly. You can never go below Level 1, and once you kill a monster to reach Level 10, you win! It's perfectly fine for more than one player to be at the same Level.

### Card Management

Keep discards for the Door and Treasure decks in the matching "Discard" space on the gameboard. (The Seals are never discarded; see p. 5.) 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 (see **Charity**, p. 2).

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 human with no class. (Heh, heh.) *Munchkin* characters may be either male or female. Your character's sex at the start of the game matches the standie on the board.

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. 2), 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 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 [munchkin.sjgames.com](http://munchkin.sjgames.com), or start a discussion at [forums.sjgames.com/munchkin](http://forums.sjgames.com/munchkin) . . . unless it's more fun to argue.

# STEVE JACKSON GAMES



## WHEN YOU MAY TAKE ACTIONS

You may perform these actions at any time:

- Discard a Class.
- Play a **Go Up a Level**.
- Play a Disaster.

You may perform these actions at any time, as long as you are not in combat:

- Trade an Item with another player (the other player may not be in combat, either).
- Change which Items you have equipped.
- Play a card that you have just received (some cards may be played even during combat; see above).

You may perform these actions on your own turn:

- Play a new Class card (at any time).
- Sell Items for levels (except when you are in combat).
- Play an Item (most Items cannot be played during combat, but some one-shot Items can; see p. 3).

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



## TURN PHASES

Your turn begins as soon as the previous player's turn ends. 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**, p. 3. 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 persistent effect or you keep the card as a reminder of an upcoming effect).

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

**(2) Look For Trouble/Loot The Room:** If you fought a monster in phase 1, skip this phase and go to phase 3.

If you did NOT draw a monster when you first opened the door, you have two choices: either **Look For Trouble** or **Loot The Room**.

**Look For Trouble:** Play a monster from your hand and fight 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 (see p. 4)!

**Loot The Room:** Draw a second card from the Door deck, face down, and place it in your hand.

**(3) Charity:** If you have more than five cards in your hand, you must play enough cards to get you to five or below. If you cannot, or do not want to, you must give the excess cards 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.

As soon as you are finished with Charity, the next player's turn begins.



## COMBAT: BASIC RULES

When you fight a monster, you compare your **combat strength** (your Level plus any bonuses or penalties) against the monster's combat strength. If your combat strength is greater, you win! If it is tied or lower, the monster wins.

For the full explanation, see **Combat**, p. 3.

## 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 "a Level 8 Blogger with **Photofloods**, **A Drone of Your Own**, and a **15-Year Supply of Beer and Toilet Paper**."

**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.

## Super Munchkin

This card may be played whenever it is legal to play a Class, as long as you have a Class card to attach it to. You cannot have more than one of the same Class card in play at once.

If you play **Super Munchkin** with one Class, you get all the advantages of being that Class (the ability to equip Class-only Items, monsters with penalties against that Class suffer those penalties) and none of the disadvantages (you can equip Items forbidden to that Class, and monsters do not get bonuses because of your Class). If the Class has an ability that has a cost, however, you must still pay it – you aren't *that* Super!

## TREASURES

Treasure cards include permanent and "one-shot" cards. Any Treasure card may be played to the table as soon as you get it, or at any time on your own turn *except* during combat (unless the rules below or the card itself says otherwise).

## Items

Most Treasures are Items. Items have a Gold Piece value. "No Value" is equivalent to zero Gold Pieces, and a "No Value" card is considered an Item.

All Items you have in play are considered "carried." Items that are actually giving you a bonus are "equipped." You should indicate Items that are not

equipped by turning the cards sideways. You may not alter the status of your Items during a combat or while running away.

Anyone can *carry* any Item (except for extra Big items; see below), but you may *equip* 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, such as **Cheat!**, or unless one of the cards says otherwise. If you are carrying two Headgear cards, for instance, you can equip only one of them at a time.

Likewise, some Items have 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.

You cannot discard Item cards “just because.” You may *sell* Items for a level, *trade* Items with other players, or *give* an Item to another player who wants it (see below). You may discard Items to power certain Class abilities. And a Disaster or a monster’s Bad Stuff (see p. 5) may force you to get rid of something!

**Big Items:** You may carry any number of Small items, but only one Big one. (Any item not marked Big is considered Small.) You may not discard one Big item to play another; you must sell the first Item, 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 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.

## LEVEL COUNTERS: IT’S NOT CHEATING, IT’S USING THE RULES!

If you have an iOS or Android device, you’ll like our Level Counter smartphone app. Just search for “*Munchkin* level counter” or click the link at [levelcounter.sjgames.com](http://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!

**Trading:** You may trade Items (but no 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 or your trading partner are in combat – in fact, the best time to trade is when it’s not your turn. Any Item you receive in a trade must remain in play.

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:** At any point during your turn except during combat or Running Away, you may discard Items worth a total of at least 1,000 Gold Pieces and immediately go up one level. (“No Value” cards are the same as zero Gold Pieces.) 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.

## “One-Shot” Treasures

A Treasure card that says “Usable once only” is often called a “one-shot” Treasure. Most of these are used during combat to strengthen the munchkins or the monsters, and may be played from your hand or from the table. Some have other effects, however, so read the card carefully! Discard these cards as soon as the combat is over or their effect is resolved.

One-shot Treasures with a Gold Piece value may be sold for levels, just like other Items.

## Other Treasures

Other Treasure cards (like **Go Up a Level** cards) are not Items. Most of these cards say when they can be played, and whether they stay in play or are discarded. One specific example:

**Go Up a Level** cards may be played on yourself or any other player at any time, even during combat. Discard them once they are played. **Exception:** You cannot play a **Go Up a Level** card to give a player the winning level!



## 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. If the monster’s combat strength is equal to yours, or greater, you **lose the combat** and must Run Away (see p. 4). If your combat strength totals more than the monster’s – note that monsters win ties! – 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. Unless the ability says otherwise, you don’t get the Treasures, either.

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

You and the other players may play one-shot Treasures or use Class abilities to help or harm you in your combat. Some Door cards may also be played into a combat, such as Monster Enhancers (see below).

Remember: while you are in combat, you cannot sell, equip, unequip, or trade Items, or play Treasures from your hand, unless these rules or the card says otherwise.

If you kill a monster (or monsters!), discard the monster(s) and any other cards played, and claim your rewards. 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 Treasures, though they can still whine and argue.

## 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 your own turn to **Look For Trouble**, or played to join another player’s fight with the **Wandering Monster** card. (See **Fighting Multiple Monsters**, below.)

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

## Monster Enhancers

Certain cards, called Monster Enhancers, raise or lower the combat strength of individual monsters. (Penalties to monsters are still considered Enhancers.) They also affect the number of Treasures the monsters are worth. Monster Enhancers may be played by any player during any combat.

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.

## 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 eliminate one monster from the combat and fight the other(s) normally, but you cannot choose to fight one and Run Away from the other(s). If you eliminate one monster, but then run from the other(s), you don't get *any* levels or Treasure!

## 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.

## 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'll probably have to bribe someone to help. 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. You may also offer to play any cards from your hand that you legally could, such as **Go Up a Level** cards, on your helper.

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 a Kid helps you, the monster's combat strength is increased by 4 (unless you, too, are a Kid and the monster's combat strength has already been increased).

If someone successfully helps you kill the monster, discard it, draw Treasures (see **Rewards**, below), and follow any special instructions on the monster card. You level up for each slain monster. Your helper does *not* go up any levels. *You* draw the Treasure cards, even if it was your helper's special ability that defeated the monster, and distribute them according to the agreement you reached.

## Rewards

When you kill a monster, you get one level per monster, unless the Monster card says something else, and you get all its Treasure! Each monster has a Treasure number on the bottom of its card. Draw that many Treasures, modified by any Monster Enhancers played on it. 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.

If you defeat a monster by nonlethal means, you do not get a level and you may or may not get the Treasure, depending on the method.

Treasure cards can be played as soon as you get them, even if you are the helper.



## 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.

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

## 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 win . . . you must 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 escape on a 5 or more. Some Class abilities and some Treasures make it easier or harder to Run Away from all monsters. And some monsters give you a bonus or penalty to your roll for that monster only.

## EXAMPLE OF COMBAT, WITH NUMBERS AND EVERYTHING

**Molly is a Level 5 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 . . .**

If you fail to Run Away from a monster, 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 (see below).

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.

If two players are cooperating and still can't defeat the monster(s), they must both Run Away. They roll separately, and each player chooses in what order to Run Away. The monster(s) CAN catch them both.

Once you have resolved all Run Away rolls, 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 **Super Munchkin**, keep that as well. Once you have died, you don't have to Run Away from any remaining monsters.

**Looting The Body:** Lay out your hand beside the cards you had in play (making sure not to include the cards mentioned above). If you have an Item attached to a **Cheat!** card or an Item Enhancer, separate those cards. Starting with the player with the highest Level, everyone else chooses one card . . . in case of ties in Level, roll a die. If your corpse runs out of cards, tough. Once everyone gets one card, discard the rest. Looted cards go into players' hands.

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

When the next player begins his turn, your new character appears and can help others in combat with his Level and Class abilities . . . but you have no cards, unless you receive Charity or gifts from other players.

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

## 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.

## 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 on the gameboard (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 . . .)

## 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 [munchkin.sjgames.com/sharks](http://munchkin.sjgames.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 [munchkin.sjgames.com](http://munchkin.sjgames.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](http://forums.sjgames.com). Check out [munchkin.sjgames.com/resources.html](http://munchkin.sjgames.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](http://twitter.com/SJGames).

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

The URL for this set is [munchkin.sjgames.com/guestartists/apocalypse-peralta](http://munchkin.sjgames.com/guestartists/apocalypse-peralta).

## 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](http://gamerfinder.sjgames.com) – but if you don't have a local store, we'll be happy to sell them directly to you at [warehouse23.com](http://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 at [munchkin.sjgames.com/epic](http://munchkin.sjgames.com/epic) – 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 before doing anything else, 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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**Tiamutt** was suggested by Jacob Sommer. Thanks, Jacob!

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