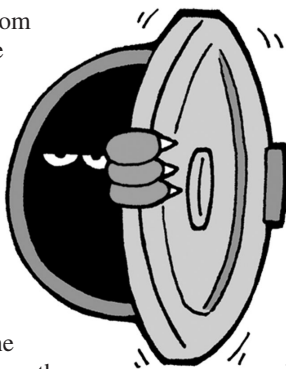


# Rooms

This is a new type of card. Rooms are found in the Station deck. When a Room appears face-up, it means you have entered that room. Follow the instructions on the Room card. Room effects take place immediately and last only for that turn.

When you draw a Room face-down, keep it in your hand. It may be played on any player immediately after he kicks down a door, as long as the card *he* drew is not a Room. (If two Rooms are played on the same turn, the first one to hit the table is the one that counts, and the other one is returned to the one who played it.) If a



player is faced with both a monster and a Room, resolve the Room first . . . but if the Room comes with its own monsters, add any monsters the player found when he kicked down the door. He fights them together!

A Wandering Monster can be played into a Room as though it were a regular combat, even if there is no other monster in the Room.

If a Room contains no monsters and the player survives its other effects, he may then loot the room and/or look for trouble normally, unless the card says otherwise. If he looks for trouble, any monsters he finds follow the rules on the Room card.

# Epic Star Munchkin

Does your *Star Munchkin* adventure end too quickly? There you are, multiraced and multi-classed, invulnerable in your Battlesuit, backed up by a Sidekick or two and frying everything you see with your Experimental Laser-Laser-Bobaser-Bananafanafofaser with Improved Special Effects . . . and the game's over.

Rejoice, for *Epic Munchkin* is here! If you don't like long games, stop reading now. On the other hand, if you've already been using the Epic rules for regular *Munchkin*, now you can throw the *Star Munchkin* races and classes into the mix.

## Starting The Game

We suggest you use the "quick start" 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," even if they were at one time.

## Winning The Game

Levels 19 and 20 may only be reached by actual monster kills.

Play until someone reaches Level 20. At that point, it's *really* over.

## Kicking Down Doors

When an Epic munchkin kicks down a door, turn over *two* cards at the same time, and apply them as follows:

- (1) Traps. Apply traps (and *Munchkin* curses) first, in the order the player chooses.
- (2) Everything else except monsters and monster bonuses, in the order the player chooses. Yes, if you turn over a class or race, you can apply it immediately, before the fight.
- (3) 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 a card 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 an bonus and no monster, the bonus goes into your hand normally.)

## Epic Feats

Epic characters can also perform Epic Feats of Munchkinry!

**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.

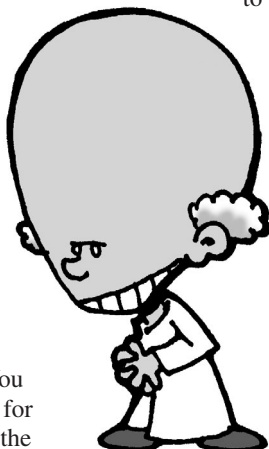
**Trader:** Master Trader. You may use your Trading power for any Item card or cards among the top *three* cards in the discard stack.

**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 at the same time, to make room for the new one.

**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.

**Human:** 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 expend 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!

## 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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