



Collect Radio pieces and escape to Van

- Players are individual characters working together.
- Turns are action based.
- Attacks depend on weapon range and player position.
- Characters turn into zombies if they die.
- Used cards are removed from the game.
- Zombies have abilities, effects, and intelligent movement.
- End condition: Characters reach the Van or become zombies.

Win or lose individually.

- Win if you make it to the Van.
- Lose if you become a Zombie.



Objective

Defend Castle Towers and slay all Monsters

Gameplay

- Players are abstracted members of the Castle defense.
- Damage Monsters by matching cards to Monster position.
- Cooperative trades benefit the team.
- Monsters march toward the Castle.
- Slain Monsters are either discarded or saved for victory points.
- End condition: All Towers or all Monsters are destroyed.

Winning and Losing

Win or lose as a team.

- Win if all Monsters are slain and at least 1 Tower is standing.
- Lose if all Towers are destroyed.



Slay the most Monsters to be named Master Munchkin

- Players are individual competitors with a loose alliance.
- Slaying Monsters yields Trophies (for victory points) and Treasure (to use in card combos).
- Help is negotiated for personal advantage.
- Players actively backstab with Curses and Special cards.
- End condition: All Towers or all Monsters are destroyed.
- Included mini-expansion removes the need to protect the Castle.*

Win or lose as a team and individually.*

- Win if you have the most Trophy points and at least 1 Tower standing.
- Lose as a team if all Towers are destroyed.

*Mini-expansion: There is no team win or loss. No Towers necessary to win.