Munchkin[®] Gloom[®]

A stand-alone card game that uses the transparent gameplay of Gloom to bring the world of Munchkin to new depths of despair and misery.

Key Selling Points

- Munchkin is one of the best-selling hobby card games of all time.
- Gloom's award-winning gameplay is based on transparent playing cards that stack on top of each other to hide and reveal text and statistics from the cards below.
- Illustrated by John Kovalic (*Dork Tower, Apples to Apples*). Designed by Keith Baker (*Gloom, Eberron*). Published by Atlas Games (*Gloom, Once Upon a Time, Lunch Money*).

What It's About

There are plenty of happy people in the world of *Munchkin***.** Warriors who slay monsters, adventurers who grab loot, heroes who level up. Heck, halflings who stay at home eating pie all day.

But the world of *Munchkin* is also sad and benighted. A place where those very same Munchkins are all too often backstabbed by buddies, dined on by dragons, and discovered by doom ducks. Heroes delve too deep, plummet down pits, and lose their loot. And that's *before* they die.

In *Munchkin Gloom*, players shepherd their parties through terrible travails and troublesome tribulations until — inevitably — they perish in pain.

Naturally, the most miserable fellowship wins.

Gameplay Basics

- **Combines the world of** *Munchkin* with the rules of *Gloom*: Death-, wealth-, and level-crazed adventurers suffer the glaives and morning stars of odious misfortune until they die, sad and alone.
- Transparent cards make it easy to keep score. The points you can see are the points in play it's that simple!
- Compatible with all existing *Gloom* games and expansions, like the *Gloom* core game, *Cthulhu Gloom*, *Fairytale Gloom*, and all their expansions.

Vital Stats

- Stock AG1333, ISBN 978-1-58978-155-9
- Contains 110 transparent, poker-sized playing cards.
- 2-4 players, 60 minutes, Ages 13+.
- Box size 6.25" x 9.25" x 1.75", case count TBD.







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