

CONTENT

Content	1
Setup	3
Card Management	3
Deck Building (CWBH)	3
What a Humongous Deck!	4
Character Creation	4
Starting and Finishing the Game	4
Conflicts Between Cards and Rules	4
Turn Phases	5
Combat	6
Fighting Multiple Monsters	6
Asking For Help	6
Interfering With Combat	7
Running Away	7
Death	8
Treasure	8
Character Stats	9
Example of Combat, With Numbers and Everything	10
Items	11
When to Play Cards	12
Monsters	12
Undead Monsters	12
Monster Enhancers	12
Items - Playing Them	12
Items - Using Them	12
Item Enhancers	13
Enhancer Enhancers (CWBH)	13
Other Treasures	13
Curses	13
Classes and Races	14
Cards and Rules (CWBH)	14
Hirelings	14
Hirelings and Monster Bonuses	15
Hirelings and Sex	15
Hirelings and Cheating	16
Steeds	16
Treating Steeds as Monsters	16
Dungeons	17
Setting Up the Dungeons	17

Portals	18
Setting Up the Portals.....	18
Crossovers	19
Other Rule Issues	19
Curses and Traps	19
Hirelings, Sidekicks, Mooks, Minions, and Allies	19
Styles, Trainings, and Powers	19
Steeds, Vehicles, and Ships	19
Mutants and British	20
Set-Specific Rules	20
Epic Rules	21
Starting The Game	21
Kicking Down Doors	21
Races And Classes	22
Epic Steeds! Whoa!	23
Hints For Epic Play	23
Frequently Asked Questions	24
General Questions	24
Curses!	24
Cards and Items.....	25
Races and Classes.....	27
Combat!	28
Cheat!.....	31
Miscellaneous Questions	32
Munchkin	33
Unnatural Axe.....	37
Clerical Errors	38
The Need for Steed	39
De-Ranged.....	39
Demented Dungeons	40
More Good Cards.....	41
Cheat With Both Hands (formerly Munchkin Blender).....	41
Half Horse, Will Travel.....	42
Munchkin Boosters	43
Exclusive Warehouse 23 Munchkin Booster 2011.....	43
Exclusive Warehouse 23 Munchkin Booster 2012.....	43
Munchkin Fairy Dust	43
Munchkin Monster Enhancers	44
Munchkinomicon	44
Munchkin Reloaded!.....	45
Munchkin Waiting for Santa.....	46
Munchkin Accessories and Add-Ons	46
Munchkin Dice.....	46
Epic Munchkin.....	46
Kill-O-Meter.....	46
Promos, Coins, Plushies, and Level Counter App.....	47
Munchkin Expansion Icons	48

SETUP

Three to six can play. You will need 10 tokens (coins, poker chips, whatever – or any gadget that counts to 10) for each player. Divide the cards into the Door deck and the Treasure deck. Shuffle both decks. Deal four cards from each deck to each player.

CARD MANAGEMENT

Keep separate face-up discard piles for the two decks. 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 Race and Class (if any) and the Items you are carrying. Continuing Curses 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.

When Cards Can Be Played: Each type of card can be played at a specified time.

Cards in play may not be returned to your hand – they must be discarded or traded if you want to get rid of them.

DECK BUILDING (CWBH)

Munchkin 7 – Cheat With Both Hands can be used with any combination of **Munchkin** sets. However, it was designed to be used with (at least) two sets together, including both Races and Classes. If it's added to a single game, the new cards will overpower the old ones. They're supposed to be occasional Easter eggs, not a constant thing. *Suggestion:* Always include all the new Treasures, but use only part of the **CWBH** deck of Doors if you're adding it to a smaller set of cards.

Any single set (e.g., just **Munchkin**): use only 1/3 of the **Cheat With Both Hands** Doors.

Any single set with at least one expansion: use only half of the **CWBH** Doors.

Any two sets together: use about 2/3 of the **CWBH** Doors.

If you have at least two sets with at least one expansion, or three or more sets: Throw all the **CWBH** Doors in there!

Special note: If the only sets in the mix are **Munchkin Fu** and **Cheat With Both Hands**, remove six or so of the Level 1 monsters from **CWBH**, so as not to make it too easy on the Yakuza. If no set being used has Races, take out the **Old Edition, Half-Breed, 1/3-Breed, and Chimera** cards. If no set being used has Classes, take out the **Old Edition, Super Munchkin, Ultra Munchkin, and Super Duper Munchkin** cards.

WHAT A HUMONGOUS DECK!

If you have all the **Munchkin** sets, or even most of them, your piles of cards WILL be too tall. There are at least three things to do about this:

(1) Divide each deck in half and put half on either side of the table, and let players draw from whichever stack is convenient.

(2) Divide each deck in half and just put half out of the way; you probably won't get that far anyway, and if you do, bring the other half into play.

(3) Keep each set together, so there's one draw pile for **Munchkin** Doors, another for **Star Munchkin** Doors, and so on. Allow players to pick what decks they draw from. This usually makes the game faster but less weird.

CHARACTER CREATION

Everyone starts as a Level 1 human with no class. (Heh, heh.)

Look at your initial eight cards. If you have any Race or Class cards, you may (if you like) play one of each type by placing it in front of you. If you have any usable Items, 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 rolling the dice and arguing about the results and the meaning of this sentence and whether the fact that a word seems to be missing any effect.

Play proceeds in turns, each with several phases. When the first player finishes his turn, the player to his left takes a turn, and so on.

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

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 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.

TURN PHASES

At the start of your turn, you may play cards, switch items from “in use” to “carried” or vice versa, trade items with other players, and sell items for levels. 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**. Resolve the combat completely before you go on. If you kill it, go up a level (or two, for some especially nasty monsters!) and take the appropriate number of Treasures.

If the card is a curse - see **Curses**, - it applies to you immediately (if it can) and is discarded.

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

(2) Look For Trouble: If you did NOT draw a monster when you first opened the door, you now have the option of playing a monster (if you have one) **from your hand** and fighting 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!

(3) Loot The Room: If you did not find a monster by kicking open the door and you did not Look For Trouble, you loot the room . . . draw a second card from the Door deck, face **down**, and place it in your hand.

If you met a monster but ran away, you don't get to loot the room.

(4) Charity: If you have more than five cards in your hand, you must play enough of them to get down to five, or give the excess 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.

It is now the next player's turn.

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 below. If your combat strength totals more than the monster's, 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, or a Class or Race power, will let you get rid of the monster without killing it. This is still “winning,” but you don't get a level. Sometimes, depending on the card, you might not get the treasure, either.

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

One-shot items, such as potions, may be played directly from your hand during combat. You can also use one-shot items that you already had in play. One-shot items say “Usable once only.” Discard these cards after the combat, whether you win or lose.

Some Door cards may also be played into a combat, such as monster enhancers.

While you are in combat, you cannot sell, steal, equip, un-equip, or trade items, or play items (except for one-shots) from your hand. Once you expose a monster card, you must resolve the fight with your equipment as it stands, plus any one-shot items you choose to play.

Discard the monster card, including any enhancers and one-shot items played, and draw treasure. 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 treasure, though they can still whine and argue.

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 from the other(s). If you eliminate one with a card or your Race or Class power, but then run from the other(s), you don't get *any* Treasure!

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 can bribe someone to help. In fact, you'll probably have to. 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.

The special abilities or vulnerabilities of the monster also apply to your helper, and vice versa. For instance, if a Warrior helps you, you will win if your combined total ties that of the monster, and he can Berserk and discard cards to add to his combat strength (but only once per combat, not once per monster). If you are facing the **Wannabe Vampire** and a Cleric helps you, he can chase it away automatically. But if you are facing the **Drooling Slime** and an Elf helps you, the monster's combat strength is increased by 4 (unless you, too, are an Elf and the monster's combat strength has already been increased).

If someone successfully helps you, the monster is slain. Discard it, draw treasure (see below), and follow any special instructions on the monster card. You go up a level for each slain monster. Your helper does not go up . . . unless he's an Elf, in which case he also gains one level for each monster slain. You draw the Treasure cards, even if it was your helper's special ability that defeated the monster.

INTERFERING WITH COMBAT

You can interfere with others' combats in several ways:

Use a one-shot item. You could help another player by casting a potion against his foe. Of course, you can "accidentally" hit your friend with the potion, 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.

Backstab a player in combat, if you're a thief.

Curse them, if you have a Curse 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 defeat it . . . you must run away.

If you 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 only escape on a 5 or better. Some magic items make it easier or harder to run away. And some monsters are fast, and give you a penalty to your roll.

If you escape, discard the monster. You get no treasure. There are usually no bad effects . . . but read the card. Some monsters hurt you even if you get away from them!

If the monster catches you, 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.

If two players are cooperating and still can't defeat the monster(s), they must both flee. They roll separately. The monster(s) CAN catch them both.

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.

Discard the monster(s).

DEATH

If you die, you lose all your stuff. You keep your Class(es), Race(s), and Level (and any Curses that were affecting you when you died) – your new character will look just like your old one. If you have **Half-Breed** or **Super Munchkin**, keep those as well.

Looting The Body: Lay out your hand beside the cards you had in play. Starting with the one with the highest Level, each other player chooses one card . . . in case of ties in level, roll a die. If your corpse runs out of cards, tough. After everyone gets one card, the rest are discarded.

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

Your new character appears when the next player begins his turn, and can help others in combat . . . but you have no cards.

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

TREASURE

When you defeat a monster, either by killing it or using a card to eliminate it, you get its Treasure. Each monster has a Treasure number on the bottom of its card. Draw that many treasures. 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.

Treasure cards can be played as soon as you get them. Item cards can be placed in front of you. “Go Up a Level” cards can be used instantly. You may play a “Go Up a Level” card on any player at any time.

CHARACTER STATS

Each character is basically a collection of weapons, armor, and magic items, with three stats: Level, Race, and Class. For instance, you might describe your character as “an 8th-level elf wizard with **Boots of Butt-Kicking**, a **Staff of Napalm**, and the **Kneepads of Allure**.”

Your character’s sex starts off the same as your own.

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 Items).

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 Curse, are backstabbed, or suffer some other kind of penalty.

Race: Characters may be Humans, Elves, Dwarves, or Halflings. If you have no Race card in front of you, you are human.

Humans have no special abilities. Each other Race has special abilities (see the cards). You gain the abilities of a Race the moment you play its card in front of you, and lose them as soon as you discard that card.

Some Race abilities are powered by discards. You may discard any of your cards, in play or in your hand, to power a special ability.

You can discard a Race card at any time, even in combat: “I don’t wanna be an elf anymore.” When you discard a Race card, you become human again.

You may not belong to more than one race at once unless you play the **Half-Breed** card. You may not have two copies of the same Race card in play.

Class: Characters may be Warriors, Wizards, Thieves, or Clerics. If you have no Class card in front of you, you have no class. Yeah, I know, we did that one already.

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.

See the Class cards for when abilities can be used. Note that a Thief cannot steal while he or the target is fighting – and as soon as a monster is revealed, the fight is on!

You can discard a Class card at any time, even in combat: “I don’t wanna be a wizard anymore.” When you discard a Class card, you become classless until you play another Class card.

You may not belong to more than one class at once unless you play the **Super Munchkin** card. You may not have two copies of the same Class card in play.

EXAMPLE OF COMBAT, WITH NUMBERS AND EVERYTHING

Aric is a 4th-Level Warrior with the Chainsaw of Bloody Dismemberment (which gives him a +3 to his combat strength). He kicks open the door and finds the Net Troll, a Level 10 monster. Aric’s at a 7, the Net Troll is at a 10, so Aric is losing.

Aric: I was hoping to save this card . . .

He plays the Magic Missile, giving him +5 for this fight. Now his combat strength is 12, beating the Net Troll’s 10.

Aric: Ha! Net Troll going down! Suzan: Not so fast. Now he’s Enraged. Suzan plays Enraged, adding 5 to the Net Troll’s

combat strength. Now Aric is losing, 15 to 12.

Aric: Curses!

Suzan: Want some help? (Suzan is playing a Level 2 Elf with the **Boots of Butt-Kicking**, so her combat strength is 4. Combined with Aric’s 12, they would have 16, enough to defeat the Net Troll’s 15.)

Aric: And give you a level? Not a chance! I’m Berserking.

Aric uses his Warrior power and discards three cards: Thief and a Wandering Monster from his hand, and Yuppie Water (usable only to help an Elf) from his carried items. Each one gives him +1 to his combat strength.

Suzan: Not the Yuppie Water! Noooo . . .

Aric: That’s +3 to me, and now we’re tied, 15 to 15. Because I’m a Warrior, I win ties . . . so I’m killing the Net Troll unless someone else plans to mess with me. Anyone?

No one says anything, so Aric goes up a level and claims the Net Troll’s treasures – three from the Net Troll card, and one extra because it was Enraged. And the game goes on . . .

ITEMS

Each Item card has a name, a power, a size, and a value in Gold Pieces.

An item card in your hand does not count until you play it; at that point, it is “carried.” You may carry any number of small items, but only one Big one. (Any item not marked Big is considered Small.) You may not simply discard one Big item to play another; you must sell it, trade it, lose it to a Curse or Bad Stuff, or discard it to power a Class or Race ability.

If something lets you have more than one Big item (for instance, the Dwarf race) 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.

Anyone can carry any item, but some items have use restrictions: for instance, the **Mace of Sharpness** can only be wielded by a Cleric. Its bonus only counts for someone who is, at the moment, a Cleric.

Likewise, you may also use 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. If you are carrying two Headgear cards, for instance, only one of them can help you.

You should indicate items that can't help you, or extras not being worn, by turning the cards sideways. You may NOT change your used and carried items during a combat or while running away. You cannot discard Item cards “just because.” You may sell items for a level, or give an item to another player who wants it. You may discard to power certain Class and Race abilities. And a Curse may force you to get rid of something!

Trading: You may trade Items (but not 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're in combat – in fact, the best time to trade is when it's not your turn. Any Item you receive in a trade must go into play; you can't sell it until it's your turn.

You may also give Items away without a trade, to bribe other players – “I'll give you my Flaming Armor if you won't help Bob fight that dragon!”

You may show your hand to others. Like we could stop you.

Selling Items for Levels: During your turn, you may discard items worth at least 1,000 Gold Pieces and immediately go up one level. 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.

WHEN TO PLAY CARDS

A quick reference guide . . .

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 “Looking For Trouble,” or played on another player with the **Wandering Monster** card.

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

UNDEAD MONSTERS

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.

MONSTER ENHANCERS

Certain cards, called monster enhancers, raise or lower the combat strength of individual monsters. (Yes, you can have a negative enhancement.) 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. Exception: Anything that enhances a monster also enhances its Mate . . . if **Ancient**, **Enraged**, and **Mate** are played on a single monster, in any order, you are facing an Ancient Enraged monster and its Ancient Enraged Mate. Good luck . . .

ITEMS - PLAYING THEM

Any Item card may be played to the table as soon as you get it, or at any time on your own turn other than in combat (unless the card itself says otherwise).

ITEMS - USING THEM

Any one-shot Item can be played during any combat, whether you have it in your hand or on the table. (Some one-shot Items, such as the **Wishing Ring**, may also be used outside of combat.)

Other Items stay on the table in front of you once they are played. You may keep Items in front of you that you cannot currently use (because of your Class or Race, or because you're already using other Items of that type). Turn these Items sideways. These Items are "carried" but not "in use." **Exception:** You may have only one Big item in play at a time unless you have a Class or card that will let you use more.

ITEM ENHANCERS

Some cards are Item Enhancers. These must be played on an Item you already have in play, they cannot be played by themselves. They add to the combat bonus of the Item or give the Item new abilities. You cannot move an Item Enhancer to a new Item once you have played it.

ENHANCER ENHANCERS (CWBH)

"Enhancer enhancers" are a new type of card. They can only be played on enhancer cards which have been played on monsters. *Example:* You cannot take an ordinary monster and play **Incredibly** on him. He has nothing to make incredible. But if he is already (for instance) **Humongous**, you can make him Incredibly Humongous!

The **Dancing** style in *Munchkin Fu* cannot remove an enhanced enhancer, but it can remove the enhancer enhancer that enhances the enhancer. Say that three times quickly.

Just to avoid arguments: Enhancer enhancers cannot be used to power up Mooks or Monks (or any other character that gets benefits from monster enhancers).

OTHER TREASURES

Other Treasure cards (like Go Up a Level cards) are "specials." You may play these at any time, unless the card itself says otherwise. Follow the card's instructions, and then discard it, unless it has a persistent bonus like an Item.

CURSES

If drawn face-up, during the "Kick Open The Door" phase, Curse cards apply to the person who drew them.

If drawn face-down or acquired some other way, Curse 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 Curse affects its victim immediately (if it can) and is discarded. However, some Curses give a penalty later in the Game or have a continuing effect. Keep these cards until you get rid of the Curse or the penalty takes effect. If someone plays a "your next combat" Curse on you while you are in combat, it counts in that combat! (Curse cards you keep, as a reminder may not be discarded to power Class or Race abilities. Nice try!)

If a Curse can apply to more than one Item, the victim decides which Item is lost or Cursed.

If a Curse 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 Curse or Monster on yourself, or to "help" another player in a way that costs him treasure. This is very munchkinly. Do it.

CLASSES AND RACES

These cards may be played to the table as soon as they are acquired, or at any time during your own turn. The same is true for Super Munchkin and Half-Breed, but you must already have a Class to play Super Munchkin or a Race to play Half-Breed.

CARDS AND RULES (CWBH)

Any card or rule in any set, which refers to **Cheat!** also covers **Cheat With Both Hands** and **Cheat Like There's No Tomorrow**.

Any card or rule in any set, which refers to **Wandering Monster**, also covers **Dogpile** and **Monster Mash**.

All restrictions on the use of **Half-Breed** also apply to **1/3-Breed** and **Chimera**. You must have at least one Race in order to play any of these cards, and if you lose all your Races, you lose the multiple-race card, too. You can only have one of these cards in play at a time. If you have any of these cards in play, you may freely discard it and replace it with one from your hand or one you just drew.

Likewise, all restrictions on the use of **Super Munchkin** also apply to **Ultra Munchkin** and **Super Duper Munchkin**. You must have at least one Class in order to play any of these cards, and if you lose all your Classes, you lose the multiple-class card, too. You can only have one of these cards in play at a time. If you have any of these cards in play, you may freely discard it and replace it with one from your hand or one you just drew.

If something happens to a multiple-race or multiple-class card you have in play, and you have another one in your hand, you may immediately play it, and you don't have to discard any Races or Classes that are permitted by the replacement card.

Always remember: No matter what kind of penalties may come up, the Level and Treasures of a monster, and the Level of a character, cannot go below 1. (Combat strength, of course, *can* go below 1.)

HIRELINGS

Hirelings, Sidekicks (from **Star Munchkin** and **Super Munchkin**), Mooks (from **Munchkin Fu**), and Minions (from **Munchkin Bites!**) are all the same for the purposes of these rules.

Hirelings are found in Door decks in some sets, Treasures in others. (In this set, they're Doors.) You can play a Hireling at any time, even in combat, as long as you have only one Hireling in play at a time. If you draw a face-up Hireling, you may put it in your hand if you cannot (or don't want to) put it in play. You may discard a Hireling at any time.

A Hireling is not an Item unless it has a price on it. You may only trade Hirelings that have a Gold Piece value.

A Hireling can sacrifice himself for you. If you lose a fight, then instead of rolling to run away, you may discard one Hireling and anything he is carrying. You automatically escape from all monsters in the fight, even if a monster card says escape is impossible. If someone was helping you in the fight, YOU decide whether that person automatically escapes as well, or must roll to escape.

Some Hirelings give you extra Hands, or let you carry an extra Big or Complex item. In this case, the Hireling does not actually have any items . . . he merely increases your own abilities. If something happens to the Hireling, your items are not affected.

Other Hirelings, like the **Elf Hireling** from this set, can specifically carry and use an Item themselves; in some cases, a Hireling can use an item you cannot use for yourself. The items a Hireling carries count for you and are affected by Traps, Curses, and Bad Stuff as though you were carrying them yourself.

- If your Hireling sacrifices himself to save you, any items he was carrying are lost.
- If your Hireling is killed, you loot the body yourself and keep the items.
- If your Hireling is taken away by a Trap/Curse, by Bad Stuff, or by a change in loyalty, the items go with him!

HIRELINGS AND MONSTER BONUSES

If (for instance) you have the Dwarf Hireling and you face a monster that gets a bonus against Dwarves, it gets the bonus against you unless you discard the Hireling. A monster that has a penalty against Dwarves has that penalty against any munchkin with a Dwarf Hireling. The same is true for any monster that has a bonus or penalty against any race, class, or sex.

Bad Stuff does not affect Hirelings unless it specifically mentions them. Ignore your Hireling's race, class, and sex when determining what a monster does to you.

HIRELINGS AND SEX

No, don't even GO there.

The sex of a hireling does not matter except with monster reactions (above) or unless you want to give it an item that is male-only or female-only. In that case, the Hireling is of the sex, if

any, shown on its card. It should be pretty obvious, even to your munchkin players, which are male, which are female, and which have no sex at all.

Robots never have a gender, even if their card text uses masculine pronouns. Ralph the Wonder Dog used to be male, but we took him to the vet.

If you ever want to change the sex of a Hireling, you need the Sex Change Potion.

HIRELINGS AND CHEATING

A **Cheat!** card can be used to give you an extra Hireling, or to let a Hireling carry an item he normally could not (but why not just use the card on yourself?). No power on heaven or earth will let the Budget Hireling carry anything.

STEEDS

Dear to a Munchkin's heart (as of now) is his mighty Steed. Because, of course, it gives bonuses. Steeds are found in the Door deck.

No player can have more than one Steed except by using a **Cheat!** card.

Steeds are Items, and follow normal Item rules. Anything that affects an Item can affect a Steed.

Steeds carry themselves. A Steed is "Big," but it does not count against the number of Big items you can carry (in fact, some let you carry more Big things). The "Big" designation on Steeds is to control what Traps and Curses affect them, and to keep Thieves from pocketing them and walking off.

There are a few Items that specifically enhance Steeds. Steeds cannot use Items unless the Item card specifically says so, and "item enhancers" don't affect Steed-enhancing items. If a Steed has a bonus or penalty to Run Away, that *replaces* the bonus of the rider. An Elf normally has a bonus to Run Away, but he has a penalty if he is riding the **Turtle!** If your Steed gives you a penalty to Run Away, you may discard the Steed before you roll to flee. You don't suffer the penalty, but the card goes to the discard pile.

TREATING STEEDS AS MONSTERS

A player who draws a face-up Steed may choose to treat it as a monster instead. In that case, its Level is equal to twice the combat bonus at the top of the card, and defeating it is good for one Treasure and one level. Monster Enhancers may be played on Steeds being fought as monsters, and have their normal effects. The Bad Stuff for any Steed attacked as a monster is "Lose a level."

DUNGEONS

Dungeon cards are double-sized, both to give lots of room for both art and text and to make SURE you don't mix them into other decks.

While a Dungeon card is in play, it affects ALL the players unless the Portal that sent you there (see below for Portals) says otherwise.

Some dungeons will let you gain levels for entering, leaving, or doing certain things. These level increases cannot give you the winning level unless the card says they can.

When a Dungeon card is discarded, follow its instructions about reversing effects, discarding extra cards, and so on.

Yes, you can be in more than one Dungeon at the same time. All face-up Dungeon cards are in play. Discarded Dungeons are placed face-down beside the draw deck.

Contradictory Dungeons: In the event that two Dungeons directly contradict each other, the last one played is the one that governs.

Special "Edge Case" note: When you leave one Dungeon and enter another, there is never a moment when you are in neither one. This means that if some special effect is legal in both Dungeons, but not in regular **Munchkin**, you do not lose it when you move from one Dungeon to the other.

Example: A Warrior in the **Dungeon of Unexpected Epicness** can carry two Big items. Normally, on leaving this Dungeon, he'd have to discard one of them. But the **Dungeon of Cinematic Encumbrance Limits** also allows an extra Big item, so if that's the Dungeon that replaces **Unexpected Epicness**, the Warrior can keep his extra Big item, rather than discarding it "in between." (If you don't think it's necessary for us to make rules in advance for cases this weird, this must be your first game of **Munchkin**.)

Alternate Dungeon Rule: If you really like a particular Dungeon, play with it and leave out all the Portal cards . . . or make a house rule that, regardless of Portal cards, that "base dungeon" can never be removed.

SETTING UP THE DUNGEONS

The Dungeon cards form their own deck. Start the game with one Dungeon card turned face-up. This is the Dungeon that you are in. To choose it, you can either:

- (1) Pick one randomly, or
- (2) Let the player who won the last game pick a starting Dungeon, or

(3) Let the player who LOST the last game pick a starting Dungeon, or

(4) Just agree on one you like.

However you pick the first Dungeon card, it's likely to change. So shuffle the rest of the Dungeons and put the deck face-down, ready for the moment the munchkins stumble through a Portal . . .

PORTALS

Portals are Doors . . . very special Doors. All the Door cards in this deck are Portals. When you draw a Portal face up, you must immediately follow its instructions. You may enter a new Dungeon, with or without leaving the old one . . . yes, you can find yourself in more than one Dungeon at the same time. After you follow the Portal's instructions, draw another face-up Door.

When you draw a Portal face DOWN, you have a choice:

(1) Turn it face up immediately and follow its instructions. After you follow the instructions, draw another face-DOWN Door.

(2) Put it in your hand. You may play it later, but only if (a) it is your turn, (b) you are not in combat, and (c) you haven't already played a Portal on that turn. When you play it, follow its instructions and immediately draw a face-DOWN Door.

Remember: When you play a Portal, you always draw another Door to replace it. If the original Portal was drawn face-up, the replacement Door is face-up. If the original Portal was face-down, so is the replacement.

SETTING UP THE PORTALS

There are 16 Portals in this set – two each of eight different types. If you are playing with **Munchkin** without any supplements, we suggest that you put in only eight Portals – one of each type. Otherwise, you'll be switching dungeons every time somebody blinks. (But you can certainly use all the Portals if you want to. Remember to blink a lot.)

If you are playing with one or more supplements, though, you should definitely put in all the Portals!

If you have so many supplements that the 16 Portals would get lost among all your Doors, we suggest that you shuffle all your Doors, take the top 150 or so, and then shuffle the Portals into that batch. Remember to take them out after the game. Yes, you could just buy more **Demented Dungeons** sets, but we'd rather you saved your money for something new, like a different **Munchkin** set entirely, or a pizza.

CROSSOVERS

These cards are all themed to go with the classic fantasy *Munchkin*, but most of them will work perfectly well with other sets . . . read them, and use whichever ones you like. Will we do “dungeon” sets for other munchkinly themes? We’ve done *Munchkin Cthulhu 4 – Crazy Caverns*, and we’re considering other sets.

OTHER RULE ISSUES

While all the *Munchkin* sets are compatible, they don’t all use identical card types. This section talks about some things that you need to know when you’re combining sets.

CURSES AND TRAPS

Curses and Traps are the same kind of card for rule purposes, and any card or ability that affects one will affect the other. Specifically, a **Wishing Ring** or **Unicorn Horn** may cancel either a Curse or a Trap, no matter what the specific card says on it.

HIRELINGS, SIDEKICKS, MOOKS, MINIONS, AND ALLIES

All of these cards are examples of a “Hireling” card type. You may only have one of this card type in play, whatever the specific card is called, unless you have a card

or ability that allows you to have more. Follow any rules on the cards.

Specifically, Mooks from *Munchkin Fu* may have monster enhancers played on them, but no other Hireling-type card has that ability.

You may discard any Hireling-type card to automatically escape all the monsters in a fight unless *none* of the sets in the game have that rule.

STYLES, TRAININGS, AND POWERS

These are all different. A character may have one Style (from *Munchkin Fu*) and one Training (from *Munchkin Impossible*). He may *also* have Powers (from *Munchkin Bites!*, *Super Munchkin*, *Munchkin Zombies*, and *Munchkin Axe Cop*) with a total Rank equal to or less than his Level.

STEEDS, VEHICLES, AND SHIPS

Steads (from *Munchkin* and *The Good, the Bad, and the Munchkin*) and Vehicles (from *Munchkin Impossible*) are the same kind of card, and anything that affects one affects the other. (Vehicles should be considered Big items in a *CWBH* game.)

Ships (from *Munchkin Booty* and *Star Munchkin: Space Ships*) are different from Steeds and Vehicles and have their own sets of enhancers.

Reminder: Run Away bonuses or penalties on Steeds, Vehicles, and Ships *replace* any bonuses or penalties from your Items, Race, Class, etc. If you have both a Ship and a Steed or Vehicle, the Ship's bonus or penalty (if any) takes precedence.

MUTANTS AND BRITISH

No jokes here, please!

There is a Mutant Race in *Star Munchkin* and a Mutant Class in *Super Munchkin*. Monsters are too dumb to tell the difference (and, let's be honest, one Mutant pretty much looks like another . . . in that no two of them look anything alike). Anyone with either Mutant card can use all Mutant-only Items.

You can have a British Loyalty in *Munchkin Impossible* and a British Accent in *Munchkin Booty*. As with Mutants, monsters are not bright enough to distinguish someone who *is* British (or at least loyal to them) from someone who just *sounds* British. All British-only Items can be used by British loyalists and British-accented pirates. Arrr!

SET-SPECIFIC RULES

Any rule that relies on the name or characteristics of a monster applies no matter what set the monster is from. For instance, if you're combining *Munchkin Bites!* with *The Good, the Bad, and the Munchkin*, then Bat Masterson triggers the *Bites!* Bat rule.

Similarly, an Indian from *The Good, the Bad, and the Munchkin* gets an extra combat bonus for *any* Item with Bow in the name, not just the ones from that set.

Other specific rules:

- *Munchkin Fu* and *Munchkin Bites!* demons are +5 against *Munchkin* Clerics. Clerics, however, can use their **Turn Undead** power against all Gaki.

- Any card with Knife or Dagger in its name counts as a Knife for *Munchkin Impossible* cards. Any card with Gun in the name, or that obviously indicates a firearm (such as the **Big Black .45** from *Munchkin Fu*), is a Gun. Any card with the word Car in its name counts as a Vehicle.

- Weirdness: The **Gas Mask** (from *Munchkin Impossible*) automatically defeats the **Gas Giant** (from *Star Munchkin*)!

- **Great Cthulhu** from *Star Munchkin* and **Great Cthulhu** from *Munchkin Cthulhu* are the same monster. Yet they have different abilities. And can appear in the same fight. Don't think too hard about this if you want to stay sane. (**Great Cthulhoo**, from *The Unspeakable Vault*, is also the same monster, with an outrageous accent.)

- If you combine ***Munchkin Zombies*** or ***Munchkin Axe Cop*** with any other sets, *all* the Undead monsters can horde!
- If you're mixing ***Munchkin Axe Cop*** with other sets, then any monster with Robot or Alien in the name counts as that kind of monster.

EPIC RULES

Does your ***Munchkin*** adventure end too soon? There you are, multi-raced and multi-classed, with three hands full of killer items, buffed up with sidekicks and ***Munchkin Fu*** styles . . . and the game's over. Rejoice, for ***Epic Munchkin*** is here. This rules set includes the Epic rules for ***Munchkin*** (including ***Unnatural Axe***, ***Clerical Errors***, ***The Need for Steed***, and ***De-Ranged***); ***Star Munchkin*** (and ***The Clown Wars***); ***Munchkin Fu*** (but not ***Monky Business***, since it didn't add any new races or classes); ***Munchkin Bites!*** (and ***Pants Macabre***); ***Super Munchkin*** (and ***The Narrow S Cape***); ***Munchkin Impossible***; ***Munchkin Cthulhu***; ***The Good, the Bad, and the Munchkin***; ***Munchkin Booty*** (and ***Jump the Shark***); and ***Munchkin Dice***.

STARTING THE GAME

We suggest you use the "faster play" 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" . . . if a higher-level character is knocked back to Level 9 or below, he loses his Epic powers. (Note that the ***Munchkin Blender*** set includes "Epic Junior" cards, which let lower-level characters use the Epic powers.)

KICKING DOWN DOORS

When an Epic munchkin kicks down a door, turn over two cards and apply them as follows:

(1) Traps and curses first, in the order the player chooses.

(2) Everything else except rooms, monsters, and monster bonuses, in the order the player chooses. Yes, if you turn over a Class, Race, Style, Power, or Training, you can apply it immediately, before the fight.

(3) Rooms. If you drew one room card, it will apply to the fight. If you drew TWO, the first one drawn applies and the second goes into the player's hand.

(4) 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 an enhancer 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 a bonus and no monster, the bonus goes into your hand normally. And an "enhancer enhancer" like Mind-Bogglingly always goes into your hand.)

RACES AND CLASSES

Elf: Arrow-Minded. You may fire arrows into a fight in which you are not involved either as main player or helper. This works like thieflly backstabbing: discard a card and give a monster or player a -2. However, the epic elf can fire two arrows per turn, for a maximum of -4. An epic elven thief can fire two arrows AND backstab once, if he has three cards to discard.

Dwarf: Hand of the Gods. You may have any number of cards in your hand.

Halfling: Garage Sale. You may sell TWO items per turn for double their value.

Human: Pets Rock. 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 (as long as you do not already have a pet in play). Play it to the table. You may sacrifice 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! At any time that you lose your Epic or Human status, and your pet has not been used, your pet wanders off and is forever lost.

Cleric: Pray for a Miracle. At any time, even during combat, you may discard two cards, from your hand OR the table, to take the top card from the Treasure deck face-down into your hand. If it is something you can use, you may play it immediately.

Thief: Steal From Shadows. By discarding one card from your hand, you may steal one card (you choose randomly) from a rival's hand. No die roll is required. You may do this only on your turn, and only once per turn, and (of course) not during a combat.

Warrior: Ludicrous Strength. "Two-handed" items require only one hand for you, and you may carry and use two Big items.

Wizard: Outrun Curse. When you draw a Curse, or a Curse is played on you, you may discard a card from your hand to attempt to Run Away from the Curse. Make your normal Run Away roll. If you fail to Run Away, you may play another card and try again – until you successfully Run Away, use all the cards in your hand, or give up.

Orc: Munchkin Munch. When you turn over (or Look For Trouble and find) a monster of Level 1, you may simply EAT it. Your foes cannot play any cards to stop this . . . it's a Level 1 monster, you eat it, any bonuses applied to the monster are discarded, yum yum, that's that. You go up a level for the hot meal, and since this is a kill, you can win this way.

Gnome: Sneaky Little Devil. You no longer suffer a penalty to Run Away . . . and if you successfully Run Away from combat, you still get two face-down Treasure cards!

Bard: Super Bardic Luck. As Bardic Luck, but draw two more Treasures than you're entitled to, and immediately discard any two Treasures (your choice).

Ranger: Strays Make the Best Rides. You always were a sucker for a fuzzy face. Whenever a monster is discarded, whether on your turn or another player's, you may discard your entire hand (at least 3 cards) and grab the discarded monster. It's automatically tamed and becomes your new Steed. Your Steed's combat bonus is equal to the number of treasures that it would have granted if you had defeated it in combat.

EPIC STEEDS! WHOA!

Introduced in *Munchkin 4: The Need for Steed*, it should come as no surprise that your steed achieves Epic status (and loses that status) along with you. An Epic Steed lets you carry one extra Big item. At any time that you lose your Epic status, and your steed is carrying an extra Big item, you must discard one Big item.

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!

FREQUENTLY ASKED QUESTIONS

GENERAL QUESTIONS

Q. The rules say one thing. This card says another. What do I do? A. As with most card games, the whole point of many of the cards is to bend the rules. So cards override rules. Having said that, if a card does not *explicitly* allow you to gain the last level and win the game, you can't, no matter how loudly you whine.

Q. Can yadda-yadda be used to do yadda-yadda? It isn't in the rules or on the card, but it seems logical. A. If it's not in the rules, it doesn't matter how logical it is, unless you can talk the other players into it. And if you can, go for it!

Q. Is yadda-yadda the same as yadda-yadda? A. Not unless they have the same name. See above . . . Weapons are not the same as Armor. "Stomps you flat" is not the same as "kills you." And so on.

CURSES!

Q. Is there a limit to the number of Curses (Traps, Madnesses) I can play on a turn? What about on a single player on a turn? A. You can play as many as you have in your hand. But so can everyone else . . .

Q. If a Curse/Trap could apply to more than one Item, who decides what it applies to? A. It depends on what the card says. If the card says "Choose one small Item to discard" and not something like "Choose one small Item for Fred to discard, nyah nyah," it is the victim's choice. Some cards specify who (e.g., player to the right) and how (e.g., random) the choice is to be made.

Q. If I draw a Curse that says "Lose Your Armor," and I have an Armor card sideways, can I lose that one to satisfy the Curse? A. It depends on the exact wording of the Curse. If the Curse says "Lose the Armor You Are Wearing," it must be Armor that you are using (and therefore gaining the benefits of). If it is "Lose One Armor," you would lose any single Armor card you had in play. And if it is just "Lose Your Armor," discard everything you have in play that is Armor. (As mentioned below, Cheated Armor is still Armor!)

Q. I just kicked down a door and was hit by a Curse that will force me to get rid of an Item. Can I sell the Item for a level instead? A. Nope. You have to resolve the Curse before doing anything else. In *Munchkin*, things happen in the order that they happen. Certain cards are exceptions and can cancel previously played cards (e.g., Wishing Ring), but those exceptions are written on the card itself.

Q. What happens when you die? Do Curses that persist go away? A. There are a number of Curses that persist, like Tiny Hands, Big Feet, Sex Change, Chicken On Your Head, and so on. Most of these Curses can only be gotten rid of with a Wishing Ring or perhaps some luck. If a Curse

persists, its effects transcend death. Remember, your new character looks like the last one. So, if your sex was changed, you are still your new sex (but you very likely died because of combat, so that pesky -5 is gone), you still have Big Feet or Tiny Hands, and if you didn't have Headgear on when you died, that stinking Chicken is going to roost on the head of your new character. Sucks to be cursed, but, well, you knew that . . .

CARDS AND ITEMS

Q. This says to pick a random card from my opponent's hand, but I can totally tell his Doors from his Treasures. May I use that information? A. If it's important to your group that choices be truly random, then either close your eyes when you pick a card, roll a die, or have the other player mix up the cards below the table and you tell him which number card you want. (The last method is not recommended for groups that play at a glass table.)

Q. So what exactly do you mean by cards in play? Do cards in my hand count? A. Cards that are in your hand are cards and nothing else. You may eventually play them from your hand, but they are not IN play. Your cards on the table are cards in play and these represent what they say they are. For example, a Race card is a card and a Race.

Q. Okay, I gotcha. But what if I have to discard a card, do I discard from my hand? Or in play? A. If you have to discard and it doesn't specify from where (e.g., the Wizard's charm spell) then you can choose from any of the cards you possess.

Q. Is an Item the same as a Treasure card? A. No. An Item is a card with a Gold Piece value (or the phrase "No Value"). Most Items are Treasures, but not all (such as Steeds, which are almost all Doors). Treasures without Gold Piece values are not Items, no matter how much you want them to be.

Q. If you have to lose Items, do you lose the ones from your hand, or just those on the table? A. Always, always, only those on the table. While cards are in your hand, they're not carried Items yet. If you are meant to lose cards *from your hand*, this will be specified.

Q. If I'm a Thief, and I steal an Item from another munchkin, is that the same as if he was giving me the Item? A. No, you munchkin. Giving is voluntary. The key difference is that the giver gets to choose what card to give you.

Q. What if a card forces another munchkin to give me an Item? A. Giving is giving. It doesn't matter what reason compelled the munchkin to do it . . .

Q. When does a card move from play to discard? For example, if I use a one-shot Item during combat, is it in play during the entire combat or does it immediately move to the discards? A. The one-shot card does not move to the discards until the battle is over. However, you no longer "own" that card, unless someone plays something to reboot the combat and return all cards to their owners, in which case you resume ownership.

Q. On my turn, we played a bunch of cards into a fight, and the player to my left is a Cleric. He started to put the cards on the discard pile in the order he wanted – is that legal?

A. The player whose turn it is discards everything. If the order is important, he sets that as well.

Q. Are cards like Yuppie Water, that don't say "Potion" on them but LOOK like Potions, considered potions for rules purposes? A. Yes. If it's a liquid in a container, it can be considered a potion. (But note that other types of one-shot Items, such as Grenades and Ichors, must include that specific word! Potions are special. Also note that Ichors aren't Potions and Potions aren't Ichors.)

Q. How about other Items which are "usable once only"? Do they work like potions? A. All one-shot Items (those which say "usable once only") may be played directly from the hand unless the card says otherwise (and right now, none of them do).

Q. Exactly what is a "weapon"? A. In a more rigorous game, we would have labeled all the swords, axes, etc. as "weapons." Try to use common sense, even if this IS *Munchkin*. As a general rule, any item that uses Hands and is not already labeled as something else can be considered a weapon, as can items like the Singing and Dancing Sword that are obviously weapons.

Q. Can you sell Items that total less than 1,000 Gold Pieces, just to get them out of circulation? A. No. If the Items aren't worth a total of at least 1,000 Gold Pieces, you can't sell them.

Q. Assuming I have at least 1,000 Gold Pieces in Items, can I throw in some Items with No Value as part of the sale? A. Absolutely. "No Value" is exactly the same as "0 Gold Pieces," so you can sell these Items unless the card says otherwise. (But "No Value" must appear on the card! If a card has nothing at all listed for a value, it is not an Item and cannot be sold.)

Q. The rules say that cards in play must be traded or discarded. When can I discard them? A. This depends on the type of card. First, it must be in play in front of you (no discarding other people's cards, silly). Race and Class cards (including Half-Breed and Super Munchkin) can be discarded at any time, including to power a special ability, but not an ability for the discarded Race or Class (unless the ability requires discarding that particular Race or Class). Curses that remain on the table in front of you cannot be discarded. Item cards are the only cards that can be traded, and, as long as they aren't prevented from being discarded (say, by a Curse), can only be discarded in the following ways:

As part of a sale (but see above for the rule on a minimum for selling Items)

To power a special ability of a Class/Race or another card

To fulfill the requirements of Bad Stuff or a Curse/Trap

The Item is Big and you MUST get rid of it (e.g., because your Hireling died or you are no longer a Dwarf), and there is no one who can take it

Q. When can I change my Items from "in use" to "carried" or vice versa? A. For clarity, any Items on the table are "carried." The ones that you are currently using are also "in use." You may change the status of your Items at any time that you are not in combat or otherwise engaged (i.e., you cannot swap Items around prior to rolling to Run Away, or before dealing with the effects of a Curse).

Q. I heard some people talking about a "backpack," but I can't find that term in my rules. Are my rules out of date? A. No. Some experienced *Munchkin* players use the term "backpack" to talk about Items that you are carrying but not currently using, but that term is not found in any official rules and we discourage its use, exactly because it leads to the confusion you just expressed. (To add to the mess, there are a couple of Items that actually are Backpacks and mean something entirely different. Really, it's best not to use the term.)

Q. I see cards with the same name, but different text, in different sets. A. That's not a question. It's a statement of fact. There ARE cards with the same name but different text in different sets. This was sometimes on purpose, but not always. We don't think that it's a big problem, and we DO think that changing card names would cause more annoyance than it's worth.

For your convenience, we offer a list of [duplicate cards](#) to keep them all straight.

You should also be sure that you aren't mixing old and new sets. Starting in May 2010, the wording on some cards (notably Super Munchkin and Cheat!) was changed, and new printings of all *Munchkin* sets will use the updated wording. The [Change Log](#) includes a list of cards with changed text (except for trivial changes that don't affect gameplay).

Q. I have a card that says it gives me an extra Hand, but it still says "-1 Hand" at the bottom. What's the deal? A. "-1 Hand" means you get an extra Hand; all the cards that use Hands have positive numbers, such as "1 Hand," at the bottom. If you add up the numbers of Hands on your cards in use, you're OK as long as you get 2 Hands or less – that's why cards that give you extra Hands are negative.

RACES AND CLASSES

Q. If I have Half-Breed and one other Race card, is my other half human? A. Yes. You get the "all the advantages, none of the disadvantages" benefit of **Half-Breed** for your other Race, but you can't use Human-only items or claim bonuses against monsters that have trouble fighting Humans. (As a practical matter, there are very few of these, so this doesn't come up that often.)

Q. Can I use two Half-Breed cards to be more than two Races, or two Super Munchkin cards to have more than two Classes? A. No. Unless you want to make it a house rule, of course.

Q. Can I use Half-Breed to be the same Race twice, or Super Munchkin to be the same Class twice, and get double benefits? A. Gaaah. No. (My father was an elf, and my mother was

... an elf!) Each player may have only one copy of a Race or Class in play. In other words: If you are a Half-Orc and have another **Orc** card, you can not play it on yourself without discarding the **Orc** card already in play.

Q. When using Super Munchkin or Half-Breed (or Double Agent or Bilingual . . .), can you discard one of your Races or Classes and replace it with another, or just not replace it? A. You can turn from a half-breed dwarf-elf to a half-breed dwarf-human, or, if you have the Halfling card, dwarf-halfling. This doesn't make you lose **Half-Breed**. **Super Munchkin** works the same way for Classes.

Q. Can I replace my current Class with the same Class to avoid charity? A. You can discard a Class at any time. You can play a Class at any time on your turn. There's no requirement that the new Class be different from the old one. So, yes.

Q. If I only have one Class, and am changing the Class, do I lose any items that say "if you lose your Class, discard this card"? A. As long as you play the new Class immediately after discarding the old Class, no. Think of switching a Class as one action with two parts (discarding the old Class, playing a new Class) so that action has to complete before any other actions would start.

Q. Can I keep a Class or Race out on the table, but sideways so I can use it later? A. No. The only sort of cards that can be played to the table but not used are Items (and even then, there are restrictions; the number of Big items is the most common example).

COMBAT!

Q. How do I handle ties? A. Monsters win ties, unless at least one of the munchkins in the fight is a Warrior.

Q. When you are faced with two or more monsters, can you kill one and flee the other? A. No. If you have cards that let you abolish one entirely (like **Pollymorph Potion**) then you may do that, and fight the other one(s). (You will have to win that fight before you can claim any treasure at all . . . you can't charm one monster, grab its treasure, and then try to fight its mate.) But you can't fight one and flee the other. They fight you together.

Q. What happens when a Wandering Monster comes along that would ignore or befriend one player in a fight, but not the other? For instance, when the Wandering Monster is an Amazon and one player is female? A. When one player helps another, the monsters do not fight the players separately . . . so if one player is female, the wandering **Amazon** would donate a Treasure and leave without fighting. Likewise, the **Stoned Golem** makes a bad **Wandering Monster** because the victims can just ignore it, unless one of the combatants is a Halfling. (Remember that Treasures always go to the main fighter to distribute according to whatever agreement was reached.)

Q. Wait, so if I'm not a Halfling, I can just ignore the Stoned Golem entirely? A. Yep. It's like it's not even there. But if you don't kill it, you don't get its level and Treasures, even if you do kill all remaining monsters! (And you can't go back for it after the main fight is through; it's Stoned, not stupid!)

Q. I'm at Level 2 and I encounter a Level 9 monster. Another player (Level 5) joins the combat. A third player wanders in a new monster that will not pursue Level 3 or below. We are now losing and have to run away. Does the wandered-in monster go after both of us? A. In combat, monsters fight side by side. But when it comes to pursue the fleeing munchkins, they act individually and munchkins must attempt to escape from each as normal. So the wandered-in monster will not pursue you, but *will* pursue your helper.

Q. What about during the combat? You said they fight side by side. Does that mean if one monster is affected (positively or negatively) by fire/flame weapons that all of them are? A. Exactly. A monster's immunity (or weakness) is given to all others in the fight. (This does not include straight combat bonuses or penalties; if one monster gets a -2, that doesn't mean EVERY monster has a cumulative -2 – it's -2 for the monsters taken as a group. And if a monster won't fight, that doesn't mean EVERY monster won't fight, just that one.) If it helps, think of the combat as a combined encounter, and the various immunities or weaknesses as conditions affecting the encounter.

Q. I'm going to have to attempt to Run Away from a monster. Can I Curse other munchkins before I roll the die? What about after? A. Even though curses can be played at any time, you'll have to honor the die roll before doing anything else. So yes, you can Curse before rolling the die, but not between the die roll and the monster's Bad Stuff/your escape. After that, you can resume Cursing as normal.

Q. I'm fighting a monster that says "Will not pursue anyone of Level X or below." I'm below that Level; can I still fight the monster? A. You certainly can fight the monster. If you do not win the combat and have to Run Away, you escape automatically (no roll required).

Q. Do combat bonuses that monsters receive against Races or Classes stack? For example, if a monster gets +4 against Dwarves and +4 against Elves and I'm a half-Dwarf/half-Elf, does that monster get +8 in combat against me? A. Unless it says otherwise on the card itself, monster combat bonuses *do* stack. This means that the above monster would be a +8. (Fair warning: this is a change from previous discussions, but it IS the official ruling henceforth.)

Q. If somebody changes your Race or Class during combat (such as with a Curse), does that change your combat bonuses? A. Yes. If you quit being an Elf, you can no longer get a bonus from Elf-only items, and so on. You can never get the benefit of two Races or two Classes in one combat unless you have a special card that allows it. Powers driven by discards are an exception, however. If a Warrior had already discarded a card to get a +1 combat bonus, and then stopped being a Warrior, he would keep the bonus, but wouldn't be able to discard any more cards for the Warrior bonus. Yes, this rule can be used to the player's advantage. Hee hee.

(However, you cannot discard Warrior and play another Warrior card to use the Berserking ability twice.)

Q. If you use a one-shot Item during combat and someone tries to make it disappear through Curse or Theft, do you get the bonus? A. Theft doesn't work while you are in combat. Use of a Curse could destroy an Item as you try to use it, but once you play the Item into the fight, it's not yours to be Cursed anymore.

Q. Some cards say they automatically defeat a certain type of Monster (like the Potion of Halitosis and the Floating Nose, or the Churninator and Level 1 monsters). Can anyone interfere with this? Can anyone play a Wandering Monster? A. You may have automatically defeated the monster in question, but your fellow munchkins still have a reasonable time to respond. They probably cannot do anything to help the now-defeated monster, but they can still wander in a new one for you to fight. (But if the monster had special "bring in a friend" rules, such as Undead and Bats, you cannot use those rules, because the original monster is no longer there.)

Q. One of my opponents adding a Wandering Monster that has a "before combat" effect (e.g., the Tongue Demon makes you discard an Item before combat). Since I'm already in combat, do I still have to do it? A. No. You lucked out this time. (We reeeeeeeally wanted to say yes, because we're munchkins, too, but that leads to timing issues.)

Q. My friends start counting 2.6 seconds as soon as they turn over a monster and combat begins. That's not even enough time to read the card! Is this legal? A. The rule says you must get "a reasonable time" to respond when another player is winning a fight. What your friends are doing is not reasonable; you should be able to read the card to determine what, if anything, you want to do. On the other hand, you cannot take time during a fight to read every card on the table or use a card to "Dumpster dive," hoping to find something you can use in the fight. The "2.6 seconds" part of the rule is a joke; the intent is that you cannot hold up the game indefinitely just because someone else is winning.

Q. Does the "reasonable time rule" apply to defeating a monster without killing it, or just to killing it? A. Any sort of defeat. If you defeat it without killing it, other players still have a reasonable time to play an applicable card to frustrate you. However, if you removed the only monster from the fight (with **Magic Lamp**, for instance), they cannot play Monster Enhancers or other similar cards that affect a specific monster, because there isn't one there to fight, and they can't use any special rules for bringing in monsters (such as the Shark rules from **Munchkin Booty**) that depend on having a monster in the fight. They *can* play **Wandering Monster** to bring in an entirely new monster, though, but they must do it at once.

Q. If a card that affects your "next combat," like a sex change, is played on you during a combat, does it affect THAT combat, or the next one you're in? A. If the combat is still unresolved (and obviously it is, because people are still playing cards on you for it), then that combat is the "next" one. (We wrote that into the rules explicitly for versions 1.5 and later, so there shouldn't be any more confusion, right?)

Q. If a low-Level munchkin encounters a monster that won't chase him, does the munchkin get the treasure? A. No no no no no. The munchkin may choose to fight the monster, but if he cannot defeat it, he **MUST** Run Away. The monster won't chase him, so the munchkin dodges the Bad Stuff. But he doesn't get the treasure!

Q. Can I play Go Up a Level cards on another player – for instance, to make him go up to a level so that a monster that would previously ignore him will now chase him? A. This is not the original intent of **Go Up a Level** cards, but it is such a munchkinly and vile idea that we like it too much to say no. So we revised the rules to be clear that you can play **Go Up a Level** cards on another player. But just as when playing a **Go Up a Level** on your self, the munchkin must legally be able to gain that level. You cannot play a **Go Up a Level** card, even one with a secondary effect, on a munchkin who has to kill a monster to gain that level.

Q. Do I have to kill a monster? Even if I'm winning, can I just choose to Run Away? A. You can't Run Away if you are winning with what you have in play. However, you are not required to play one-shot cards, negative Monster Enhancers, etc., to beat it, even if you could win handily. So, in that sense, you would be able to choose to Run Away.

Q. Exactly when do you die, and how long do you stay dead? A. You die when you get Bad Stuff that says you're dead. (A very few other cards can cause Death as well.) If you were fleeing from other monsters, you are excused from their Bad Stuff, because you're dead. While you are dead, you cannot receive cards for any reason, and you cannot level up. You **STAY** dead only until the next person's turn starts. Your new character appears at that point and may join normally in the combat, though you will get no new cards until someone gives you charity, you get cards as payment for helping in a combat, or your next turn starts. Fortunately, death is temporary . . .

Q. Do I have to Run Away? What if I WANT to die? A. Your character does not want to die. Your character will always **TRY** to Run Away. If you want to die, hope for a bad die roll.

CHEAT!

Q. If you have the Cheat! card on one Item, can you move it to another one? A. No. Once you perform the initial cheat, the card cannot be moved to another Item. So if something happens to make the cheated Item legal for you . . . too bad. You can't transfer your **Cheat!** to something else.

Q. Can I use the Cheat! card to take an Item from another player, or use it to search through the discard pile to take an Item from it? A. No and no . . . The **Cheat!** card allows you to carry (i.e., have in play) and use an Item you normally couldn't due to Class/Race/slot/etc. restrictions. In other words, a second piece of Headgear, a second Big item (for non-Dwarves), an Item that requires a Hand or two when your other two are full, or the **Bow With Ribbons** for non-Elves. You have to have the Item already, and cannot use the **Cheat!** card to take it. (By a strict reading of the text on the **Cheat!** card starting with the 19th printing, you *can* play it on an Item you can use, but why would you want to?)

Q. If my only small Item has a Cheat! card on it, and I get Cursed to lose a small Item, can I say that the cheated Item doesn't count as "small" for the purposes of the Curse? A. Nice try, but no. Cheat! doesn't take away the Item's properties, it just makes the Item usable for you when it otherwise would not be.

Q. If an item has been cursed (e.g., with Cursed Thingy or Antimatter), can a Cheat! card overrule the curse? A. If the curse has added a negative effect to the item, a Cheat! card will not remove that effect.

MISCELLANEOUS QUESTIONS

Q. If I announce I'm going to do something, am I locked into that decision or can I change my mind? For instance, I was a Wizard and declared that I was going to fight a monster, but then the monster was enhanced further. Can I change my mind and Charm it? A. You're NEVER locked into a final decision unless a card or rule says so. (However, there are no "take-backs" once you have played a card or rolled a die.)

Q. If I have two separate cards that both let me roll a die in the same situation (say both let me avoid a Curse) does one take precedence over the other? A. Pick the one that gives you the best outcome and roll a die. If you fail that roll, try with the next ability you have. You can keep trying as long as you have the abilities to do so.

Q. The art on a card shows a weapon being wielded with two hands, but the card says it only takes one hand. Do I go by the art or the card? A. Go by the text. If the card says it is a 1 Hand item, it is a 1 Hand item, even if the card art shows it with two hands.

Q. Is the initial sex of a character the same as the sex of the player, or can it be chosen? A. The rules say to make it the same as that of the player. The designer has no objection to being overridden by house rules for cosplayers, the transgendered, or open-minded people who draw a Class or Race card depicting the opposite sex. And a *Munchkin* or *Unnatural Axe* T-shirt will override your sex for game purposes. (People playing house rules that might lead to more-frequent gender alterations should remember the standard -5 penalty for changing sex . . .)

Q. I was playing in a tournament and my opponent said he (she?) was male. He (she?) sure looked female to me! What is the rule in this situation? A. If your opponent said she was female, that's good enough for us. However, if she tried to come back later and say she was actually male, too bad.

Q. I'm a male, but the only Race/Class cards I have in my hand are female. Can I still play them? If I do, does it change my sex? A. No. *Munchkin* Classes and Races have a variety of different representations on them to liven up game play. They have no effect on your in-game sex.

Q. If I'm told to draw two cards and keep one but discard the other and one of the cards has an immediate effect does that effect go off? A. Only if that's the card you keep. When you are told to decide between cards to keep and discard, the effects of the kept card will go off

immediately once you decide that that is the card you are keeping. Otherwise the card you discarded was never in play and never took effect.

Q. When do we resolve cards? As they are played, or once everyone says they're done playing them? A. As they are played. Some games have a "stack" mechanic, where all cards are resolved at once. *Munchkin* is not one of them.

MUNCHKIN

Q. If someone makes me help him with the Kneepads of Allure, can I backstab him, play cards against him, etc., so we both have to Run Away? A. You bet. You're required to join the combat, not to try to win.

Q. I hate the Kneepads of Allure. I think they unbalance the game. What should I do? A. There are several possibilities.

Steal the Kneepads cards out of all your friends' games and EAT them. If they catch you, lie.

Agree beforehand to play without it, if everybody else hates the card too. Same with any card you don't like.

If the owner of the Kneepads takes too much advantage, just pick mercilessly on him. Backstab him in every attack. Throw potions at him. Eat his food while he's out of the room. You get the idea. Nobody can stand against all the other players united.

It's worth noting that we've gotten this question so much that, in the 14th through 18th printings of *Munchkin*, we replaced the Kneepads of Allure with another Wandering Monster card. Starting with the 19th printing, however, the Kneepads are back (but slightly less powerful). (And we kept the extra Wandering Monster, too, sacrificing one Magic Lamp instead.)

Q. Can I use Help Me Out Here to take the Kneepads of Allure and then make someone help me? A. As long as the person you force to help you can make the difference between winning and losing (per Help Me Out Here's requirements), you most definitely can. Don't expect anyone to like you afterward . . .

Q. Can I use Help Me Out Here to take Polymorph Potion (or Magic Lamp, or . . .) to take a monster out of the fight? A. For purposes of Help Me Out Here, "winning" means beating the monster's combat strength. The Item you take must raise your combat strength enough to beat the monster's (or, like with the Kneepads, immediately lead to that situation). You cannot use Help Me Out Here if you are already winning, you cannot use it to take an Item that isn't strong enough to put you over, and you cannot use it to take an Item that doesn't change your combat strength.

Q. How often can a Thief steal? A. As long as he has cards to discard.

Q. What happens to a Level 1 Thief who fails an attempt to steal? Does he die? A. Nothing happens to him. You can't go below Level 1. (Beware the Level 1 Thief – he literally has nothing to lose!)

Q. Can a Thief steal something while he is in combat? A. No. He's preoccupied.

Q. Can a Thief steal from someone else while THEY are in combat? A. No. They're preoccupied.

Q. Can a Thief steal from someone while neither he nor his victim is in combat, but someone else is? A. Yes.

Q. Can a Thief backstab himself? A. No. It would be very munchkinly, but the card specifically says "another player."

Q. I have just drawn Divine Intervention face down. What happens now? A. As the card says, no matter how it is drawn, all Clerics go up a level immediately. Show the card, and, if you are a Cleric, play the card in glee. Otherwise, play the card with disgust to show your contempt for those lucky people who are . . .

Q. What happens if a player gets Divine Intervention in his opening hand? A. The player should show the card immediately. All players who can become Clerics may choose to do so and go up a level. Once everyone is done, the card is discarded.

Q. If a cleric is facing more than one Undead monster, can he discard 3 cards per monster for a total of +9 against each one? A. Eeeeeek! That's munchkinly thinking, but sorry, that's a max 3 cards per combat, not 3 cards per monster . . .

Q. Hoard says I have to play it immediately. Does this mean as soon as the card is drawn? A. Hoard says it must be played as soon as it is drawn. That means if you draw a card, and it's Hoard, it is played immediately. If you are dealt Hoard, play it as soon as you pick up your hand. Draw the three cards face-down.

Q. What if I have to choose between cards and one of those is Hoard? A. If a card makes you draw and choose between cards, and Hoard is one of those you have to choose between, you do not play Hoard until you choose it as the card to keep. Then it is played immediately.

Q. If I play a card such as Wand of Dowsing that lets me put Hoard in my hand, what happens? A. It goes into your hand for a split second, then triggers the "play immediately" condition. It is considered to be face-down.

Q. Can a cleric use Hoard over and over by discarding it before he starts drawing his three cards, and drawing it again, and discarding it and drawing three more, and so on? A. No. Discard Hoard AFTER the three cards are drawn. GREAT try, though! (This is a reason NEVER to have two copies of Hoard in your deck . . .)

Q. Can a Wizard use his charm ability if he's not involved in the combat? A. No. The card says this is something he may do instead of fighting a monster. It's not for interfering with others' fights, so the Wizard in question must be the munchkin who opened the door or is helping.

Q. If a Wizard is helping in a combat and charms a monster, does he get the Treasure from that monster? A. The Treasures gained from a charmed monster are no different from Treasures from a monster that is killed, so the Treasures (drawn after the combat is over and all remaining monsters, if any, are defeated) are distributed according to the final agreement that the Wizard negotiated for his help in the first place.

Q. Faced with multiple monsters, can a Wizard discard his whole hand to charm one, take its treasure, discard that new hand to Charm the next one, and so on? A. No. Faced with multiple hostile monsters, one does not get any of their treasures until all are defeated.

Q. Can a Wizard discard cards to get a bonus to Run Away *after* the die roll? A. As of the 19th printing: Yes! (Prior to that, you had to discard in advance.)

Q. Malign Mirror says, "If you draw Remove Curse before your next fight, the curse is lifted." But there is no Remove Curse card. Does it mean Wishing Ring, which removes curses? A. Wow, you have an old printing of *Munchkin* – we fixed that ages ago! Yes, using the Wishing Ring can remove the Curse before the next combat.

Q. The Loaded Die says to change the roll to any number I choose. Could I pick 1,000,000 or -1,000,000 and . . . A. You're playing with the very first printing of *Munchkin*! Congratulations! All the newer printings say you must physically turn the die to show the number you want, and that is what you have to do. (Any modifiers to the roll happen *after* you turn the die – it's as though you actually rolled that number.)

Q. Can I use Friendship Potion on a monster if I fail to Run Away? A. No! The combat ended when you failed to kill it.

Q. What if a monster gets a Mate, or you get a Doppelganger, and then somebody backstabs you or plays potions on one side or the other? A. Mate duplicates Monster Enhancers, not other types of cards (this is a rule change starting in the 19th printing to make life simpler). A Doppelganger is an exact duplicate of the player – essentially, figure his combat strength and then double it.

Q. Some cards, like Magic Lamp, Illusion, and Polymorph Potion, let you get rid of ONE monster. If you get rid of a monster, does its mate (or, in the expansions, its relatives) also leave? In other words, is Mate an enhancement card like Ancient or fully separate like Wandering Monster additions? A. A Mate is like a Wandering Monster. There are now two monsters, and you have to get rid of them individually. If you play the get-rid-of-it card before somebody plays Mate, though, there's no monster left for the Mate to join, so Mate can't be played.

Q. What if the Gazebo appears as a Wandering Monster after the player already has a helper? A. The helper has to back off and let the player whose turn it is fight the Gazebo, and the other monster(s), alone.

Q. Can I use Instant Wall to force someone to Run Away? A. No. Instant Wall allows one or two willing munchkins to Run Away automatically. Instant Wall should be used after the players have decided they need to Run Away but before they roll the die.

Q. Are the Ghoulfriends supposed to be Undead? A. No, they're like that all the time.

Q. The Ghoulfriends card says only your Level counts in the fight, not your Items. Can you still use an item to avoid fighting entirely – say, the Magic Lamp? A. Yes.

Q. Can I use my Warrior Berserking ability against the Ghoulfriends? A. No. The Ghoulfriends text should say "No items or other bonuses help against them – fight with your Level only." (This is an official erratum.)

Q. King Tut and the Wight Brothers say "Characters of higher Levels [than 3] lose 2 levels, even if they escape." Does that mean you lose two levels even if you defeat those monsters? A. No. But if you cannot defeat them, then you must try to run away, and you'll lose the 2 levels even if you do escape. If they catch you, of course, you do suffer the Bad Stuff from those Monsters. (But you don't lose the two levels twice!)

Q. What does the Bad Stuff for the Plutonium Dragon mean? Did I just die because I failed to run away? A. This has been clarified starting with the 19th printing. In earlier versions, even though the text isn't specific, death is most likely to occur after being roasted and eaten, so yes, you did just die . . .

Q. The Lust Monster says ". . . you must flee" if you cannot get help from a member of the opposite sex. Does this mean I cannot use cards on it like Out to Lunch? A. Even though it says you must Run Away, it does not say you have to do so immediately. So while you cannot fight the monster, you can use other cards on it, and if you can remove the monster from the fight entirely, the restriction is also removed.

Q. If I'm using the Sword of Slaying Everything But Squid and encounter Squidzilla, can I use an illusion to switch out Squidzilla? A. No. As soon as Squidzilla appears, combat ends and you must try to Run Away immediately. (This is not 100% clear on the card, but it *is* the intent!)

Q. When does Magic Lamp let me keep the treasure? A. If you are fighting one monster, and use Magic Lamp on that single monster, you collect the treasures from that monster. If there are multiple monsters, and you use Magic Lamp to get rid of one of the monsters, you do not get any of the treasures from that monster even if you defeat the remaining ones (you would still get the treasure from those monsters, though).

Q. If I use Transferral Potion to steal someone else's fight, can I then use cards or abilities, such as Magic Lamp, that are usable only on my turn? A. No. It's not your turn. The card says the original player "resumes his turn," but that doesn't mean it isn't his turn at that moment, just that you've interrupted the sequence of events on his turn.

Q. The Wand of Dowsing doesn't say "Usable once only," but I have to discard it after I use it. Can I treat it like a one-shot (play it from my hand rather than the table, or play it during combat)? A. The clear intent is that this is a one-shot card, even though it lacks the magical "Usable once only" language, and so the rules of one-shot cards apply to this one as well. It can be played during combat, and it can be used from the hand.

Q. I used an ability to automatically kill a monster. Another player used Wandering Monster to add a monster to the fight, and then played Transferral Potion to move the monster to himself. He beat it. Who gets the level and Treasures for the monster I killed? A. You do; you killed it. (This has been ruled different ways at different times, but we got a ruling directly from Steve, so it trumps everything else.) You get your level and Treasures after the whole combat is resolved. If the other player also wins, you draw Treasures first.

UNNATURAL AXE

Q. Does the Fake Beard override your real Race for monster reactions? A. Yes. (We don't understand why this is a FAQ – it's what the card says.) If you wear the **Fake Beard**, monsters will think you are a Dwarf and react accordingly. Your real Race does not matter, because they don't see it.

Q. Can an Orc use his power to remove a curse later? What if he has a Chicken on his Head when he becomes an Orc – can he break the curse at that point? A. No. If an Orc does not use his power at the moment he is hit with the Curse, it takes full effect, and he can't use his Orc ability to remove it later.

Q. Why doesn't an Orc get some kind of bonus for dealing with the 3,872 Orcs monster card? A. Rather than put a rule on a Race card that refers to a single monster card, we decided that the monster orcs are just as hostile to a munchkin Orc as they are to any other munchkin.

Q. What does "every other player" mean on the Generosity curse? A. It means every player who is not the victim. The intent is for the victim to give all of his stuff to all of the other players.

Q. Can you explain the Siege Engine to me? A. The original version of the **Siege Engine** relied on an older version of the Hireling card, which was worded somewhat strangely. We rewrote this card entirely when we colored the cards. Now the **Siege Engine** is a 2-Handed Big item that doesn't count against your Big items, and you can choose whether to use it at the start of a combat, gaining a +4 bonus but accepting a -1 Run Away penalty.

Q. Can I play Annihilation to cancel a monster I just drew when I kicked open the door? If so, what happens? A. Put the monster in the box and forget about it. However, because this was not a card played by an opponent, you do not get to Kick Open another Door. And because the monster was in play, however briefly, you cannot Look For Trouble or Loot The Room.

Q. I just killed a monster to reach Level 10. My opponent played Trojan Horse and the Plutonium Dragon and said I couldn't level up (and therefore win the game) until I killed the Dragon. I say that I killed my monster, and even if I didn't get the Treasure, I win because I reached Level 10. Who's right? A. Congratulations on your victory! Depriving you of Treasure doesn't mean you don't get the levels for killing monsters. In fact, by a strict reading of the rules, you get the levels before fighting the new monster.

Q. My opponent used Wandering Monster. What happens if I Annihilate the monster? What about the Wandering Monster card itself? A. In both cases, the card you Annihilate goes into the box and is forgotten, and the other card goes back into your opponent's hand.

Q. My Find a Map card says Dungeons instead of Doors. Is this an erratum? A. Yup. (We finally caught it, though!)

Q. I played Curse! Cursed Thing on an Item and we aren't sure how it works. Can I un-equip the Item? What special abilities (e.g., fire/flame, cannot be lost to Bad Stuff, can be used with other equipment of the same type, gives an extra hand) are affected? A. You cannot un-equip the Item; it takes up a useful Item slot until you lift the Curse or contrive to get rid of it. It loses any combat bonus it might possess. If it has other bonuses (a Run Away bonus, for instance), it loses that as well. If it is a fire/flame Item, it does not count as one. It cannot be lost to Bad Stuff, but that's a function of **Cursed Thing** rather than the Item. It *can* be lost to Curses, even if the Item says it can't. If the Item itself says it can be used with other equipment of the same type, then you have to un-equip the other Items of that type (for instance, a **Cursed Thingy Raincoat** cannot be worn over other Armor), but if it's the other Item that gives that ability, that's fine (a **Raincoat** can be worn over some other **Cursed Thingy Armor**). A **Cursed Thingy** that gives you an extra Hand loses that ability.

CLERICAL ERRORS

Q. How does the Casting Couch work? A. **Casting Couch** gives you the option to have all the benefits and penalties to being a Wizard along with any other Class(es) you might be. It is, in effect, an optional extra Class card. If you decide to use it, you may use Wizard-only Items in combat, you may use the Wizard's **flight spell** and **charm spell**, you get any bonuses/penalties against Monsters that are sensitive to Wizards, and, if you are playing an Epic game, you may use the Wizard's Epic feat if you are Level 10 and up. No matter what, you must decide whether you are using the **Casting Couch** at the start of combat (i.e., right after you Open A Door and find a monster, or when you Look For Trouble). If you do choose to use it, you are -1 to Run Away.

Q. Do the Fake Ears override your real Race for monster reactions? A. Yes. (We don't understand why this is a FAQ – it's what the card says.) If you wear the **Fake Ears**, monsters will

think you are a Elf and react accordingly. Your real Race does not matter, because they don't see it.

Q. What if I'm wearing the Fake Beard *and* the Fake Ears? A. Monsters will react to you as if you are a half-Elf/half-Dwarf.

Q. How does the Stab-A-Matic work? A. The **Stab-A-Matic** allows a non-Thief to backstab like a Thief during combat. I.e., he may discard a card to give a player a -2 penalty during combat, once per combatant. A Thief using the **Stab-A-Matic** gets a "bonus" to his backstabbing efforts, so each is good for a -3 penalty instead of the normal -2.

Q. Convenient Handles lets me turn a Big item into a small item. So could a Thief put convenient handles on someone else's Big item, and then try to steal it? A. No. You can't play enhancers on other people's Items unless the card specifically says so.

THE NEED FOR STEED

Q. If I have two Steeds and Trick Riding Boots, what happens if I lose my footgear? Do I immediately discard the second Steed? Is it killed? And if so, if it was the Tiger Steed, would it come back to my hand? A. You'd have to lose a Steed because you're only allowed one. This would not be the kind of event that allows your Tiger Steed to be returned to your hand.

Q. Is there anything special I have to do for Steed Enhancers? A. Nope. Steed Enhancers work and are played just like Item Enhancers, except they can only be played on Steeds.

Q. If I have a Steed that breathes fire, does that count as having a fire/flame attack? A. Yes, it does.

Q. Can I play a Steed from my hand when I'm Looking for Trouble? A. No. Steeds can only be fought when you kick open the door.

Q. Can I discard my Steed to automatically Run Away like I can with a Hireling? A. Not unless the card itself says you can.

Q. Can I play Duck of Earl if I am Level 1 and can't lose a level? What if I'm Level 9 (19 or 20 in Epic) and can't gain a level unless I kill a monster? And what if I'm using a special trick die so I'm guaranteed to roll a 6? A. You can still play the card in all these circumstances, but you don't lose/gain the level.

DE-RANGED

Q. Do I get Treasures or levels when I tame a monster? A. No, you munchkin. You didn't kill it.

Q. If I'm fighting multiple monsters, when does the taming happen? A. It happens first; your new Steed will help you against the other monsters.

Q. If I tame a monster, what happens to my old Steed? A. Same thing that happens when you replace a Steed with a new regular Steed. Discard the old one.

Q. Does my tamed Steed count as a Big item? A. Because it does not have a Gold Piece value, it is not an Item and is not affected by any cards that specifically target Items. It follows all other rules for Steeds, however.

Q. If I discard a tamed monster, what happens to the card? A. It goes to the Door discards. It's not a Steed any more. It's a monster again.

Q. Do I keep my tamed Steed if I quit being a Ranger? A. Sure.

Q. If potions, enhancers, etc., were played on a monster before I tamed it, what happens? A. Taming a Steed is similar to the Wizard's Charm Spell, so one-shot Items (if it was the only monster in the fight), Monster Enhancers, and so on get discarded. (Rulings on the forums have been inconsistent, but this is the official answer.)

Q. The Chicken Steed says that my attempts to Run Away succeed automatically. If I face a monster that says cannot be outrun (like the Crabs), whose ability wins? A. A monster that cannot be outrun will always trump any ability that lets you Run Away automatically, because the monster prevents the attempt.

Q. If I am using Horse Shoes as a Steed and it has a Steed Enhancer on it, what happens if I declare that Horse Shoes is now Footgear? A. The Steed Enhancer remains on Horse Shoes, but they do not add to its bonus as long as you are using them as Footgear.

DEMENTED DUNGEONS

Q. In the Dungeon of Comprehensive Curses, it says a Curse that affects one munchkin affects all munchkins. What happens with a Curse like Income Tax that already affects everyone? A. Since Income Tax is already effectively a comprehensive Curse, play it as written on the Income Tax card.

Q. What about Clerical Error in the Dungeon of Comprehensive Curses? A. Yes. Um. Well. That's a good one . . . Because Clerical Error puts you into combat, and you cannot have a bunch of combats going all at once, we're going to punt and say that Clerical Error cannot be made Comprehensive. Play that Curse as it's written.

Q. I was playing a Dwarf and drew the Dungeon of Utter Uncharitability. The dungeon gives all Dwarves a level upon entering it. Can this be the winning level? A. The card does not say it can be, so no, it cannot be the winning level.

Q. The rules say that when you play a Portal card from your hand or kick down the Door to find a Portal, you draw a replacement card. What happens if I discard a Portal to power an ability or fulfill the effects of Bad Stuff or curses? A. Because the Portal card was never in play, you would not draw a replacement card.

Q. Can the Dungeon of Elvish Excess (which states that everyone who is not already an Elf gets an Elf card) trump the effect of "There Can Be Only One, and It's Me" on an Elf? That is to say "There Can Be Only One" says that no other player can become that Race, but the Dungeon makes everyone that Race. So which is it? A. The Dungeon of Elvish Excess makes everyone an Elf regardless of their own Race already. Because of this, the Dungeon sidesteps the effect of There Can Be Only One, and It's Me. However, when everyone else leaves the dungeon, they cannot retain the Elf Race.

Q. When we leave the Dungeon of Elvish Excess, it says we have to "discard Races down to the normal limit and our elfishness can now be lost or discarded normally". Does this mean we go back to being what we were? A. Yes. When you leave the dungeon, you must choose between the Races you have (previous and Elf) and discard down to the number you are allowed to have (normally one). At this point you can keep being an Elf or become something else.

Q. The Dungeon of Extra Effort says that to win the game we must make it to Level 11, but that Level 10 and 11 are treated the same way. Does this mean I can play a Go Up a Level card to go from Level 9 to 10? A. No, you cannot play a Go Up a Level to go to Level 10. This Dungeon does not change the rules for reaching Level 10; it just adds a Level 11 beyond it.

Q. We were in the Dungeon of Mandatory Murder and I drew the Cleared the Dungeon! Portal card. Do we get the level? A. If the Dungeon of Mandatory Murder is the Dungeon you get rid of, then yes, you get the level. If you get rid of another Dungeon, then you don't.

MORE GOOD CARDS

Q. I received Treasure for killing a monster and one of the cards was a Curse. Does this go off as a normal Curse would? How did my Treasure get cursed? A. This was a misprint. Those Curses should be Door cards and not Treasures. Corrected versions are available in *Munchkin Monster Enhancers*, *Marked for Death*, and *Go Up a Level*. (We wanted to be *sure* people could find them!) We recommend not using the misprinted Curses.

CHEAT WITH BOTH HANDS (FORMERLY MUNCHKIN BLENDER)

Q. If I am wearing the Freudian Slippers and then don the Revealing Costume, or vice versa, can I rack up a bonus that soon rivals the U.S. National Debt? A. No. The "change" caused by Freudian Slippers is not an actual sex change for the purposes of cards such as the Revealing Costume. However, if you lose the Slippers and the last sex you declared yourself is different from the sex you were *prior* to putting on the Slippers, that change *will* count and add to the Revealing Costume bonus.

Q. If I use Old Edition, can I play an Elf as a Class when I'm already an Elf (by Race)? A. No. You can only have one of each Race or Class card in play. Even if you play Old Edition to make a Race into a Class or a Class into a Race, you can't play a duplicate of a Race or Class you already have in play for your character.

Q. Can I use an expansion for one set with a different set? For instance, can I combine *Pants Macabre* with *Munchkin Fu* without using the original *Munchkin Bites* as well? A. Sure, but much of the effectiveness and full flavor of the expansion may be lost. While *Munchkin* sets can be combined in many different ways, some ways are more effective than others. In general, if you use an expansion, you should probably use its associated core set as well. (*Cheat With Both Hands* itself is an exception; you can use it with other *Munchkin* sets if you like. We made it a fantasy expansion, however, because fantasy *Munchkin* is far and away the most popular, both on its own and in blended games.)

Q. I'm blending regular *Munchkin* and *Munchkin Bites*! Do Elves get two levels for helping kill Your Old Character? A. No. Elves only get one level per monster they help kill, so they can get the standard Elf helper level or the level for helping you kill your old character, but not both . . .

Q. I'm blending *Munchkin Cthulhu* and *Munchkin Zombies*. Does the Bowling Pin from *Cthulhu* add to the "Bowling items" bonuses from *Zombies*? A. Sure! (And all of those also help the Indian from *The Good, the Bad, and the Munchkin*.) In general, assume that special rules cross genres unless otherwise instructed. The most current [CWBH rules](#) will always include crossover notes, so if you play a lot of blended games, you may want to download a fresh copy occasionally.

Q. I have the Valuable Coupon and the Gift Card in hand. Can I use the Coupon to get the Gift Card plus 400 gold worth of items, and then use the Gift Card to get back the Valuable Coupon, then repeat the process until there are no items left? A. The Valuable Coupon says it has no cash value, and it means it: it should not even say "No Value," meaning it's not an Item eligible to be grabbed by the Gift Card. (This is an official erratum.)

HALF HORSE, WILL TRAVEL

Q. The Saddle Horn art shows the Saddle Horn attached to the Phoenix Steed, but the Phoenix Steed cannot be enhanced. Is the Saddle Horn an exception to that rule? A. No. The person responsible for writing the art spec for the Saddle Horn has been duly punished.

Q. I sacrificed the Phoenix Steed and it went to a player who already had a Steed in play. What happens? A. When the Phoenix Steed goes to a player who already has the maximum number of Steeds in play, that player must choose one Steed to discard. It doesn't have to be the Phoenix Steed, if he'd prefer to keep that one.

Q. The Avatar says you automatically Run Away from all monsters if you lose the combat. What about monsters that say, "Escape is impossible"? A. You get away from them, too. They're too busy trying to chase the Avatar.

MUNCHKIN BOOSTERS

Note: Non-fantasy boosters are listed under the appropriate genre sets. The *Conan the Barbarian* booster is listed under the *Munchkin Conan* set, even though both of those have fantasy card backs.

Q. I see that the *Munchkin* boosters come in foil finseal packs like other collectible card games. Is this a randomized set of cards? A. No. Each *Munchkin* booster pack contains the same set of cards as all the others with that name. These boosters are neither randomized nor collectible.

EXCLUSIVE WAREHOUSE 23 MUNCKIN BOOSTER 2011

Q. What happens if I play *Annihilation* on a card protected by the *Marvelous Magenta Moat*? A. Nothing; the *Moat* protects that card.

Q. What happens if I play *Annihilation* on the *Moat* itself? A. The *Moat* is Annihilated (it can't protect itself). If it was protecting a card, that card is *not* Annihilated.

Q. Can I play the *Munchkinomicon* on the *Marvelous Magenta Moat* to keep other players from stealing it and getting *Spells*? A. No. The *Munchkinomicon*'s rules override the *Moat*. (This is a very rare "rules override cards" case, but the *Munchkinomicon* is a weird card to start with.)

EXCLUSIVE WAREHOUSE 23 MUNCKIN BOOSTER 2012

Q. What's up with the *Can of Worms*? It's a monster in the *Treasure deck*? A. Yeah, that's what we call a printing mistake that we decided to live with. There's a special little mini-FAQ on the [errata page](#) for this booster.

MUNCHKIN FAIRY DUST

Q. My first-printing *Fairy Dust* set is curling. What can I do about it? A. The first printing of *Fairy Dust* used a metallic paper that did not work as well as we had hoped. Live and learn.

We used to replace these through [Warehouse 23](#), but that offer is no longer available.

Q. If I charm the *Sparkly Good Fairy* instead of killing her, do I get the two *Fairy Dust* cards as well as the four *Treasures*? A. Yes.

Q. When I play *Pixie Potion*, do I roll the die immediately? If so, and it goes back into my hand, can I use it again in that fight? A. Roll when the combat is concluded.

MUNCHKIN MONSTER ENHANCERS

Q. I am fighting a Level 10 monster and another player plays "... And Its Little Friends" on my combat with a Level 15 monster. Which monster counts as the "original monster" when figuring out which Level monsters the other players are able to play? A. The "original monster" in this case is the one that started the combat. In fact, the other player is unable to play a level 15 monster with ... And Its Little Friends, as that monster must also be under the Level of your original monster.

MUNCHKINOMICON

Q. Can I Curse the Munchkinomicon? What happens? A. If the Curse forces the **Munchkinomicon** to be discarded, it goes back to the top of the Treasure deck, as always. If it is a Curse that makes its bonus into a penalty, or has some other persistent effect, that effect stays on the **Munchkinomicon** until it returns to the Treasure deck, as stated in the rules. However, the **Munchkinomicon** is not bound to a player even if it is hit with a Curse that says so.

Q. Can I play Annihilation on the Munchkinomicon? If so, what happens? A. As long as a player has the **Munchkinomicon** in play, yes, it can be Annihilated. (You cannot Annihilate it from the top of the Treasure deck, you munchkin.) Put it in the box and forget it ... unless someone has the **Summon The Book** spell, which can bring the **Munchkinomicon** back even from annihilation!

Q. The Munchkinomicon rules say you get it when you die. But you can't receive cards when you're dead. How does that work? A. The **Munchkinomicon** rules supersede the usual Death rules – as soon as your erstwhile friends leave your corpse for the vultures, the **Munchkinomicon** appears by your side and grants you a Spell. As the rules say, if more than one player dies on the same turn, the stinking rotting corpses dice it out.

Q. If I loot the Munchkinomicon from another player's corpse, do I get a Spell? The rules aren't clear. A. That's not a trade, so yes, you get a Spell.

Q. If I steal the Munchkinomicon from another player, do I get a Spell? A. That's not a trade, so yes, you get a Spell.

Q. If I use Help Me Out Here to swipe the Munchkinomicon from another player, do I get a Spell? A. That's not a trade, so yes, you get a Spell.

Q. The rules say I can't draw the Munchkinomicon on the same turn that I sold it or was forced to discard it. Can I use Summon The Book to get it back? A. Since the entire purpose of that Spell is to grab the **Munchkinomicon** for yourself, yes, you can. (That's a clear case of card text overriding rules.)

Q. Can I lure the Munchkinomicon away from a player during combat? A. Yes, as stated in the *Munchkinomicon* rules. This is an exception to the usual rule about not equipping Items during combat.

Q. When are Spells discarded? A. As soon as they're used. Yes, this means that if you only have a few Spells in the deck, you can cycle them pretty quickly if the occasion presents itself. (If you want to make a house rule that Spells are not discarded until the end of the turn, that would not be unreasonable.)

Q. Are Spell cards considered "one-shots"? A. No. Spell cards are considered Spells.

Q. Can several players repeatedly steal the Munchkinomicon during another player's combat in order to attempt to get a spell to stop the player from winning? A. Once a player says, "OK, I'm winning – is anyone doing anything to stop me?" the "reasonable time" count begins. You cannot stop the player by saying you *intend* to do something; you have to make an affirmative action (by playing a card or discarding to use a power). Discard diving is not an affirmative action – you can pull Spells with the **Munchkinomicon** if you want, but if you don't play Spells that directly affect the fight, then you aren't changing the state of the combat, and so the "reasonable time" clause is still in effect. One exception: if you have a discard-diving card and there is a *SPECIFIC* combat-affecting card that you can name that you are trying to pull out of the discards, then stating your intention to play that specific card once you find it counts. If that seems to be a stalling tactic, however (for instance, if you are reading every card instead of skimming the card titles in the hope of hitting a game time limit), this exception is revoked and the player can go ahead and win the fight.

MUNCHKIN RELOADED!

Q. Under what circumstances would I get a level as a Dark character? A. Whenever you play a card or use a Class/Race/etc. ability against the munchkins, and the monsters win. For example, if you play a Monster Enhancer or a one-shot item to boost the monster, or if you backstab the munchkin(s), you would get a level if the munchkins have to Run Away.

Q. Can I be both Dark and High at the same time? A. Yes, you can.

Q. Can I play Master or Dark or High if I'm a Human? A. **Master** only works on Classes, and Human is not a Class. **Dark** and **High** state they have to be played on Race cards. Human, while a Race, has no Race card, so **Dark** and **High** cannot be played on it. (However, it's a perfectly fine house rule to allow someone to be a **Dark** or **High** Human.)

Q. When can I play (or discard) Master, Dark, or High cards? A. They can be played (or discarded) at at any time you would play (or discard) a Class or Race card.

Q. The High card lets me exchange all the treasure I would get in that combat for a second level. Do I get to look at the treasure first? A. The intent of the card is that you forgo drawing Treasure in favor of an extra level, so no, you do not look at them first.

Q. Can I play Rocks Fall, Everyone Dies if I died somehow other than in combat? The text isn't clear. A. **Rocks Fall, Everyone Dies** may only be played after you lose a combat. That means you have to Run Away. If you contrive to die, in some other way, too bad.

MUNCHKIN WAITING FOR SANTA

Q. My first-printing *Waiting for Santa* set is curling. What can I do about it? A. The first printing of *Waiting for Santa* used a metallic paper that did not work as well as we had hoped. Live and learn.

We used to replace these through [Warehouse 23](#), but that offer is no longer available.

Q. Do Naughty and Nice cards have Epic abilities? A. Nope.

MUNCHKIN ACCESSORIES AND ADD-ONS

MUNCHKIN DICE

Note: Questions about the cards from *Munchkin Dice* are now found under [Munchkin Reloaded](#).

Q. I have a Wicked Munchkin Die. Can I use it to roll on the *Munchkin Dice* chart? A. No. It has its own abilities.

Q. I was using *Munchkin Dice* and rolled to exchange hands with another player. As soon as I picked that player, he played several Curses on me. Can he do this? A. Once you pick the player to swap with, he has to swap his hand as it stands at that moment.

EPIC MUNCKIN

Q. Where can I buy Epic Munchkin? My store doesn't have it! A. That's because it's a free download, available directly from us at <http://e23.sjgames.com/item.html?id=SJG37-2011>.

Q. I kicked down my two doors and a Lame Goblin and +10 Monster Enhancer were revealed. If someone were to play Switcheroo and replace the Goblin with the Plutonium Dragon, what would happen to the enhancer? According to Switcheroo it goes back to its player's hand, but it came from the deck. A. The enhancer would now apply to the **Plutonium Dragon**.

Q: If I'm playing an Epic game that includes *Clown Wars*, and I draw two Rooms when I kick open the door, what happens? A: Deal with the first one you turned over; put the second into your hand. Do not draw a replacement card.

KILL-O-METER

Q. How many Reversal of Fortune cards can I use in a game? A. Each Kill-O-Meter comes with one **Reversal of Fortune** for *Munchkin* and one for *Munchkin Quest*. You can use the card

for your game. If you find a card that lets you pull any card from the discards, you can choose to pull **Reversal of Fortune** if you have already used it. If your group has a "group" **Kill-O-Meter**, the fairest thing is to shuffle the **Reversal of Fortune** card into the deck.

Q. I own both the *Kill-O-Meter* and a smartphone Level Counter app with the *Kill-O-Meter*. Does the smartphone *Kill-O-Meter* count as a *Kill-O-Meter*? Can I use my Reversal of Fortune with the smartphone *Kill-O-Meter*? A. Yes. The smartphone ***Kill-O-Meter*** is a ***Kill-O-Meter***. (However, you must have the card – you can't conjure up a virtual one.)

Q. My Kill-O-Meter showed 18, so I played Reversal of Fortune to change that to 81. Someone else played a +2 one-shot on me, so I'm at 83 now, right? A. Wrong. **Reversal of Fortune** is not an instantaneous, one-shot effect – it's in play until the combat is resolved. So you add the +2 to 18 to get 20, and reverse **that** to 02, or just 2. Nasty!

PROMOS, COINS, PLUSHIES, AND LEVEL COUNTER APP

Q. Do the Christmas Coins have their powers EVERY year on the dates mentioned? A. The holiday power will work every year during the holiday season. Outside of that, though, they work like normal coins and have to follow the monthly rules for the year inscribed on them.

Q. Several promo items say they have to be given away. At the end of the game are they returned to their owner? A. Unless you have an agreed-upon house rule, the point of the promo items is to give them away to promote the game. They are supposed to travel. So no, they do not automatically return to their owner.

Q. Some bookmarks say they have to be destroyed. Can I substitute a piece of paper or something else instead of destroying the bookmark? A. Again, with agreed-upon house rules, that would be appropriate. But the intent of the bookmarks that require them to be destroyed was to make it impossible to hoard them. They are *real-life* one-shot items.

MUNCKIN EXPANSION ICONS



UNNATURAL AXE



CLERICAL ERRORS



THE NEED FOR STEED



DE-RANGED



DEMENTED DUNGEONS



CHEAT WITH BOTH HANDS



HALF HORSE, WILL TRAVEL



MONSTER ENHANCERS