

MUNCHKIN™

Frequently Asked Questions for all Munchkin Games, Supplements, and Accessories

If you can't find your answer here, check the [errata](#), to make sure *we* didn't make a mistake.

Updated May 29, 2008

Important Clarification #1: When You Can Steal

Stealing, for the thief, works like trading. A thief can attempt theft at any time except during a combat . . . and, once a monster card is revealed, combat has begun. So the thief can't steal while he is in combat, nor can he steal from someone during their combat.

Important Clarification #2: Reaching Level 10

The general rule is that you may not reach Level 10 except by killing a monster. If you are at Level 9 and something else happens that would normally let you go up a level . . . you don't. You stay at Level 9.

BUT . . . the Divine Intervention card specifically overrules this. The card itself says that it can end the game.

Important Clarification #3: Playing/Using/Switching Items During Combat

This is pretty straightforward and is covered in the rules, but not all in the same place.

- You can't switch items during combat. In other words, you can't chose to wear a different helmet or different armor once combat has started. You also can't "unwield" one item which uses hands and "wield" another in its stead. Basically, all the items you were using or carrying must remain in their current states. Unfortunately, this means that if you lose or change your class or race, you don't start getting bonuses from other items you have in play that are usable by your new race or class, including items that anyone could use.
An example of such a case: An Elf is using the Bow with Ribbons and is carrying the Sword of Slaying Everything Except Squid. He has no extra Hands, so the Bow is using both of the Hands he has available. The Elf then goes into combat with anything but Squidzilla and is subsequently Cursed by another player to lose his race. He now loses the bonus for the Bow, and since he can't switch out the Bow and replace it with the Sword, he gets no bonus from it. As an aside: Should the player have another Elf card, he could play that immediately and get back his bonus from the Bow.
- You may not play new Items during combat, whether it is your turn or not. The notable exception to this is any one-shot Item (one of those that say "usable once only") that says it can be used in any combat. One-shot Items can be used from one's hand or from in play by

anyone during a combat.

- Playing/using a one-shot Item during a combat that aids the munchkins (and not the Monsters) does not constitute helping a player as if the player asked for help as described in the rules. This means that in any given combat, any number of players can aid or hinder either side as often as they want, as long as they have the cards.

Important Clarification #4: "Defeated" versus "Killed" versus "Lost"

For the purposes of the game, "defeating" a Monster involves removing it from play in such a way that you get its Treasure. This means that if a Wizard casts a charm spell, or a munchkin uses a Polymorph Potion, or some other method that states you get to keep the Monster's Treasure, the Monster in question is defeated. "Killed" means that you defeated the Monster with Levels and Bonus in Combat, or used some card or special ability which specifically states that a Monster was killed. For this, you get Levels and Treasure. "Lost" means that you are just not buff enough and you gotta Run Away like a little chicken.

Important Clarification #5: Hirelings/Sidekicks/Mooks/Minions

When you are playing Munchkin in a Blender (or Blender Munchkin or one of the many other names that people have come up with), i.e., combining some or all of the different Munchkin sets together, Hirelings = Sidekicks = Mooks = Minions. In other words, they are all part of a "Hireling" class, you may have only one (not one of each), unless some card or other special ability allows more, and they may be sacrificed for the sake of automatic escape. Beyond that, they have no special ability that isn't expressly given on each card. When playing a "standalone" game, you must follow the rules for the game in question. I.e., if you're playing Munchkin, you can't sacrifice a Hireling *unless you make it a house rule to do so*.

Frequently Asked Questions

These are the ones that have come up repeatedly since *Munchkin*, its expansions and its "cousins" were released. The newest printing of the rules for each has been modified slightly to answer some of these questions, too. Are we unhappy that so many picky little questions have come up? NO! It proves that you're all getting into the spirit of the game.

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Got a question that doesn't appear here? Try the [Munchkin Adventurers Guild!](#)

The Generic 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.

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.

On The Table vs. In Hand

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. Those are the only items you have; while they are in your hand, they're not carried items yet. If you are meant to lose cards *from your hand*, this will be specified.

Those Darn Kneepads

Q. If I make someone help me with the Kneepads of Allure, can they then backstab me, play cards against me, etc., so we both have to run away?

A. You bet.

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 afterwards. . .

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.

Thieves and Stealing

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.

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. It's like trading; see above.

Q. Can a thief backstab himself?

A. No. It would be very munchkinly, but the card specifically says "another player."

Q. How does the Stab-A-Matic work?

A. The Stab-A-Matic allows a non-Thief character 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 character 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.

Divine Intervention and Other Clerical Nonsense

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. Show the card, and, if you are a cleric, discard the card in glee. Otherwise, discard the card with disgust to show your contempt for those lucky bastards that 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 chose 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. Eeeeeeeek! That's munchkinly thinking, but sorry, that's a max 3 cards per combat, not 3 cards per monster. . .

Wily Wizards

Q. A wizard must discard his hand to use his charm ability. Can he do this if he has no cards?

A. No. If you have no cards, you don't have a hand.

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 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 than 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 as per the final agreement that the wizard negotiated for his help in the first place.

Q. Can a wizard discard cards to get a bonus to Run Away *after* the die roll?

A. No!

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 it at the start of combat (i.e., right after you Open A Door and find a Monster, or when you Look For Trouble) and, if you do choose to use it, you are -1 to Run Away.

Other Race and Class Questions

Q. If I have Half-Breed and one other race card, is my other half human?

A. Yes.

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, 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 follows a similar principle, but must always have two classes; if you can not legally supply a second class immediately, then Super Munchkin *must* be discarded.

Q. Does/do the Fake Beard/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 Beard/Fake Ears, monsters will think you are a Dwarf/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.

Curses

Q. If a Curse 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 made.

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. No! We're just toying with you! Ahh . . . Yes, okay, Wishing Ring can remove the curse before the next combat.

Q. Well, do you actually have to USE the Wishing Ring, or just draw the Wishing Ring card from the deck?

A. Use 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 remove it later.

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. 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, but Death is not one of them. If a curse persists, it's 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 very likely you 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. .

Potions and Notions

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.

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. 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.

Combat Complexities

Q. Exactly what is a "weapon" and what is "armor"?

A. In a more rigorous game, we would have labeled all the swords as "weapon" and all the armor as "armor" and so on. Try to use common sense, even if this IS *Munchkin*. Spikes don't turn armor into a weapon. A shield is neither weapon nor armor. Neither is a Really Impressive Title.

Q. If I'm not a Warrior, how do I handle ties?

A. We are not really sure why *this* particular question is an issue. In the general case, as per the rules, if your Level plus bonuses is *higher* than the Monster's Level plus bonuses, you win combat. Since combat is win or lose, if you are not winning, you are losing, and since a tie means your

Level plus bonuses is *not* higher than the Monster's Level plus bonuses, you are clearly losing. Obviously, the Warrior card says you win ties, so another, lengthier, way to put that would be: A Warrior wins combat when his Level plus bonuses is equal to or higher than the Monster's Level plus bonuses.

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. A Mate is an exact duplicate of the monster. A Doppelganger is an exact duplicate of the player. Anything that changes the level of one, changes the level of the other. (But if a monster is completely abolished - for instance, Polymorphed - its Mate is unaffected because it's a separate monster.)

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 expansion, 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. 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 Polymorph) 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. 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. If you Polymorph one, Charm one, and then must Run Away from the last one, you get no treasure at all.

Q. Okay, what about the situation where 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 give that one player a Treasure and leave without fighting the other one. Likewise, the Stoned Golem makes a bad Wandering Monster because the victims can just ignore it.

Q. What if the Gazebo appears as a Wandering Monster after the player already has a helper?

A. Okay, that's the exception. The helper has to back off and let the player whose turn it is fight the Gazebo, and the other monster(s), alone.

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. 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.

Q. If you use a one-shot Bonus during combat and someone tries to make it disappear through Curse or Theft, do you get the bonus?

A. Theft doesn't work during combat. Use of a Curse could destroy an item as you try to use it.

Q. If a first-level munchkin encounters the Plutonium Dragon, the Dragon won't chase him. So does the munchkin get the treasure?

A. Nonononono. The munchkin may choose to fight the dragon, but if he cannot defeat it, he **MUST** run away. The dragon won't chase him, so the munchkin lives. But he doesn't get the treasure!

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.

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. If you were fleeing from other monsters, you are excused from *their* Bad Stuff, because you're dead. 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 or your next turn starts.

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, then hope for a bad die roll.

Q. Can I use Instant Wall to force someone to run away?

A. No. Instant Wall allows one or two munchkins to run away willingly. Instant Wall should be used prior to rolling but after the players have decided they need to run away.

Q. Can I play Go Up a Level cards on another player to make him go up to a level such 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 this is such a munchkinly and vile idea that we like it too much to say no.

Q. Does the "2.6 seconds 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 about 2.6 seconds to play an applicable card to frustrate you.

Et Cetera

Q. The Hireling lets you carry and use an extra Big item. Does he allow you to have more than two Hands worth of weapons?

A. Nope. He can carry something for you but not use it for you. This leads to the silly result that if he carries your armor, it still protects you. We like this . . .

Q. But, what about the *Siege Engine*?

A. Okay, you got us there, *but* the **Siege Engine** does say that it breaks the **Hireling** rule about carrying but not using Items for you. If you have a **Hireling** and the **Siege Engine**, you can still carry one other Big Item and you have your Hands free to use other Items requiring them.

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 bonuses or items. Can you still use an item to avoid fighting entirely - say, the Magic Lamp?

A. Yes.

Q. Is the initial sex of a character the same as the sex of the player, or can it be chosen?

A. The intent is that it be the same as that of the player. The designer has no objection to being overridden by house rules, though. And note that a Munchkin T-shirt will change your sex for game purposes.

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.

Q. Can you sell items that total less than 1,000 gold, just to get them out of circulation?

A. No. If the items aren't worth a total of at least 1,000 gold, you can't sell them.

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 restrictions. In other words, a second piece of Headgear, a second Big item (for non-Dwarves), a item that requires a Hand or two when your other two are full, or the Bow With Ribbons for non-Elves. You have to get the Item some legal way, not by using the Cheat card to take it.

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 single PC orc as they are to any other PC.

Q. What does the Bad Stuff for the Plutonium Dragon mean? Did I just die because I failed to run away?

A. 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 Loaded Die says to change the roll to any number I choose. Could I pick 1,000,000 and make the Level 1 Eep ridiculously impossible to beat, or make my halfling succeed in running away even if he's facing a Monster with a Mate and has a chicken on his head?

A. Well, we meant any number on a d6, you outmunchkined us, you ROCK, that abuse was completely in the spirit of the game and we love it . . . now pick a number between 1 and 6.

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 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). This includes Half Breed and Super Munchkin as well. Curses that remain on the table in front of you can not 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, you **MUST** get rid of it (because your hireling died or you are no longer a Dwarf) and there is no one who can take it

And The Grand Champion Munchkinly Question . . .

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 it **AFTER** the three cards are drawn. GREAT try, though!

All About Duplicate Cards

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 that changing card names would cause more annoyance than it's worth.

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

Star Munchkin

Q. Do Mutants have to choose between having three hands and two heads?

A. No - they can go back and forth between those abilities, but they can't use them both at once.

Q. What, exactly, does the Cyborg's "Level 2" ability mean?

A. If you start the game as a Cyborg, you start out at Level 2. If you are at Level 1 and become a Cyborg, you jump to Level 2. A Cyborg character can never go *below* Level 2, in the same way that normal characters can't go below Level 1. However, if you stop being a Cyborg, you do not lose a level, and if you become a Cyborg when you are already Level 2 or higher, there is no effect. See the errata above, as this is a change from the first printing.

Q. I'm not a Gadgeteer. What are my limitations on Complex items?

A. You can carry as many as you can play, but you can only use one at a time. The others should be turned sideways, like any other item that you can't use (for instance, something for a Race other than your current one).

Q. Does a Psychic still get his +2 "fighting alone" combat bonus if he has a Sidekick?

A. Yes. Sidekicks are okay. A Doppelganger is OK. And if another player throws a grenade or something to hurt the monster and assist you, you don't lose your bonus. It's only when another player joins the combat that you lose your bonus.

Q. How does the Feline's curiosity work?

A. If the Feline opens the door and DOESN'T find a monster, the Feline has 3 choices: look for trouble, loot the room or open a second door. If the Feline opens a second door, treat this like opening a door at the start of a normal turn for a non-Feline character. I.e., if there isn't a monster behind the second door, the Feline may look for trouble or loot the room.

Q. Are there any limits on when you can remove individual -aser cards? In particular, if you have a great big -aser weapon, can someone Antimatter the whole thing?

A. No, you can drop individual cards any time you need to. And in particular, Antimatter says "one item." The rules say that each card in the -aser weapon is a separate item.

Q. Will dying get rid of an Antimatter item?

A. No. The card says "nothing else will get rid of it," and it means it. The card overrules the normal rules for death. You keep this card through death, and it is with you when your new character appears!

Q. What happens if the Foof Gun gets hit by Antimatter? Does it always provide a -6 penalty or is its use still optional?

A. Antimatter only reverses the bonus and makes it impossible to get rid of the item without a significant cost, but affects nothing else about it. So, an Antimattered Foof Gun is still optional to use. If you chose to use it, the penalty is -6. If you kill the monster anyway, the monster is obliterated, you gain no Level for killing it, but you do get its Treasure. Consequently, if you do not chose to use an Antimattered Foof Gun, there is no penalty.

Q. If there are two players in combat, and Great Cthulhu catches them both, do the survivors get two levels?

A. No. Though if Great Cthulhu had a clone or mate, and each one caught one munchkin, the survivors (which includes everyone in the party) would each go up two levels.

Blender Munchkin

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** does not affect 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. So, 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.

Super Munchkin

Q. What happens if Slackerman is added as a Wandering Monster

A. Oops. . . Yeah, well, what does it say to do on the card? Roll to see if you have to fight Slackerman and if you don't, he and all the other Monsters get passed on to the next player, who

must roll to see if he has to fight Slackerman and if he doesn't, Slackerman and all the other Monsters get passed on to the *next* player who must roll. . . Well, that just keeps going until someone has to fight the collected horde. Remember, until someone actually rolls a 4, 5 or 6, no one may modify any Monster in the horde.

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