

MUNCHKIN[®] Panic

Frequently Asked Questions

Version 1
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ATTACKING MONSTERS

Q: Can I attack and slay a glued or sleeping Monster even though they cannot be discarded?

A: Yes, you can attack and slay glued or sleeping Monsters.

CHARACTERS

Q: The Wizard cannot use Specials on Harpies. Does this include both Castle and Treasure Specials?

A: Yes. Regardless of which deck the Special is from, the Wizard cannot use it on Harpies.

Q: Is the Halfling's Treasure card point bonus considered only at the end of the game?

A: Yes. The Halfling gets 1 point for each Treasure card in his/her hand at the end of the game only.



CHARITY

Q: Do I include Convenient Addition Error when determining the player with the lowest count of Trophy points in the Charity phase?

A: Yes. If Convenient Addition Error is under a Monster, that point is added to the value of that Monster.

CURSES

Q: In rules under Curse Tokens, the directions for the last curse read "Roll the die. All Monsters in the corresponding arc move 1 space." However, the actual token reads "ring." Which is correct?

A: The rules are correct. The token should read "arc."

Q: When I draw the curse token that causes Monsters to move clockwise, how many spaces do they move?

A: Each Monster rotates 1 space clockwise. Monsters in arc 1 move to arc 2 (staying in the same ring), Monsters in arc 2 move to arc 3 (staying in the same ring), Monsters in arc 3 move into arc 4, etc.

HAND LIMIT

Q: If I have more Castle cards than the hand limit allows at the start of my turn, do I discard down?

A: No. You don't have to discard down, but you can't draw up above the hand limit. So, you may not choose to discard that turn. It all depends on what you have in your hand.



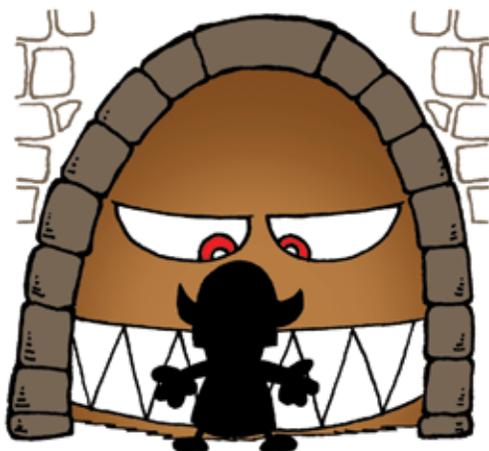
MONSTER ENHANCERS

Q: *Do I have to negotiate to use the Monster Enhancers?*

A: No. You can use the Monster Enhancers to boost a Monster's health simply by playing the card on a Monster under attack.

Q: *If I play Enraged Monster Enhancer, do I get to try to slay the Monster out of turn?*

A: Yes. You can try to slay the Monster yourself after the other player's attack is over. If you slay the Monster that you boosted with the Enraged Monster Enhancer, you can keep the Treasure and Trophy.



MOVEMENT

Q: *If I have used Flask of Glue or Sleep Potion on a Monster, can I then use Out to Lunch on him/her?*

A: No, Out to Lunch causes movement by removing the Monster from the board. That Monster isn't getting out that easy. (You can use Out to Lunch on the Monster and then use Flask of Glue on another Monster or Sleep Potion on the remaining Monsters, though. It's all about timing.)

Q: *Drive Him Back! isn't listed as an example of cards that can cause movement in the descriptions for Flask of Glue and Sleep Potion. Does that mean I can use Drive Him Back! on a Monster that is stuck or sleeping?*

A: No, we just listed a few examples of cards that cause movement. No cards that cause movement affect the Monster that has been glued or forced to sleep.

Q: *Can I play Illusion when Monsters cannot move?*

A: No, that would be moving the Monsters. However, you can play Illusion on the Monsters before you cause them to stop moving.

SAMPLE TURN

Q: *In the sample turn, Joan makes a deal with Seth to slay the Net Troll, but I count only 3 points in their attack and the Net Troll has 4 points of health. Am I missing something?*

A: No, we missed something. That should be a 3-point Monster with 2 Treasure. Sorry for any confusion.



TREASURE CARDS

Q: *Is Swiss Army Polearm a Weapon or a Special? The card has the Weapon icon, but the rules list it as a Special.*

A: Our mistake. It is a Special.

