

# MUNCHKIN DUNGEON FAQ & ERRATA

Version 1.0  
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## FAQ

### CLEARING AND LEAVING THE ROOM

*Can you end a turn with both Monster and Hero alive?  
Can you leave a Room without defeating the Monster?*

- ✦ Yes. It's possible to end a turn with both Hero and Monster alive in a Room and, if that's the case, the Hero is free to leave this Room at the start of your next turn.

*If a Monster is moved to a Room due to the Roaming Monster card, and by the end of the turn it remains undefeated, does this Monster stay in the Room, or does it go back to its original Room?*

- ✦ The Monster stays in the Room it was moved to.

*How can I get the Clear the Room reward?*

- ✦ You need to finish the Resolve the Room phase with no Monsters alive in your Room.



### LOOT CARDS

*Do Item cards have ongoing Effects, or can they only be used 1 time?*

- ✦ Unless the card states the Item needs to be discarded ("discard this Item to..."), the card's Effect is permanent..

*Do extra Weapon and Armor cards (the ones that are not currently equipped) also count as Fame Points at the end of the game?*

- ✦ Yes.



*How many Fame Points are Potted Plants and Meeples worth at the end of the game (Example: At the end of the game, I have 4 Potted Plants and 3 Meeples of different colors)?*

- ✦ If you end the game with 4 Potted Plants, they are worth 4 Fame Points each, so you get 16 Fame Points for all 4. If you have 3 Meeples of unique colors, they are worth 3 Fame Points each, meaning 9 Fame Points for the Meeples, and 25 Fame Points in total.

*Is there a limit to the number of Items I can hold or use?*

- ✦ There are no limits for how many Loot Cards you can have, considering Items, Weapons, and Armors. There are also no limits for the number of Items you can use. However, you cannot have more than 1 Weapon and 1 Armor equipped in your Hero Dashboard, so you can only benefit from the Effects of your equipped Weapon and Armor.

### MOVEMENT

*Can you move backwards in the Dungeon, or go repeatedly back-and-forth on the same 2 Rooms?*

- ✦ You can only move down the Dungeon, so no going backwards or back-and-forth. The only way to go back to a previous Room is going back to the Dungeon Entrance and making your way down again.



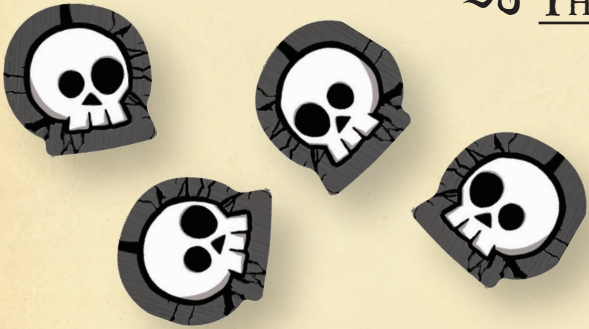
## ROOM CARDS

*How does the Tournament Hall card work?*

- ✦ During combats in this Room, the Monster Player has 1 reroll. If the Active Player is able to Clear the Room, they receive an extra reward.



## THREAT TOKENS



*At the end of the turn, remaining Threat tokens are supposed to stay in the Threat Pool, or to be removed?*

- ✦ Any unused Threat tokens are removed at the end of the turn, so the following turn always starts with an empty Threat Pool.

## EPIC BOARD

*Do I need expansions to complete the Epic Board slots?*

- ✦ No, expansions are not required. However, the Epic Board works better with them. In case you are only playing with the Core Box and the Box of Holding, we recommend placing 1 extra Level 2 Empty Room on the last Level 3 slot.



## ERRATA

### THREAT CARDS AND SET-UP

During set-up, each player receives 4 Threat Cards that are refilled during the Loot & Rest phase.

### CTHULHU EXPANSION

To play with the Cthulhu expansion, all Room cards from this expansion should always be placed in the Dungeon Board. You are free to complete the remaining slots with cards from the core game or other expansions, as long as all Room cards from Cthulhu are in the game. During set-up, each player receives 4 Threat Cards that are refilled during the Loot & Rest phase.

