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# MUNCHKIN<sup>™</sup> FAIRY DUST<sup>™</sup>

*This expansion can be used with just the Munchkin core set, or with as many expansions as you like. However, the more expansions you use, the less likely you are to encounter the Sparkly Good Fairy during the game. If you want to improve your chances, leave the SGF out of the Door deck while you are shuffling. When you are done, take the top inch or so of Door cards, shuffle the SGF into that stack, and replace it on top of the Door deck.*

Meet the Sparkly Good Fairy. She is powerful, cute, and sickeningly sweet. She will hide in the shadows and sprinkle Fairy Dust on you . . . but only if you're nice. Fortunately, when you catch the interfering little twit, you can kill her. Maybe.



**STEVE JACKSON GAMES**

Shuffle the **Sparkly Good Fairy** card into the Door deck.

The other cards are Fairy Dust cards. They have their own special back. Shuffle them and put them out as their own mini-deck.

Discarded Fairy Dust cards are not reshuffled. They're out of the game. When the Fairy Dust deck is empty, that's that.

#### **Getting Fairy Dust Cards**

The SGF rewards the munchkins for being nice to each other.\*

Draw a Fairy Dust card when either

- You help another player in combat, and your side wins. You earn one card per combat, not one per monster. Or . . .
- You cancel a Curse cast at another player.

Fairy Dust cards with values are Items and can be traded. Other Fairy Dust cards cannot be traded. Unlike other cards, you keep FD cards if you die. FD cards in your hand count toward your hand size, just like any other cards.

#### **Killing the Sparkly Good Fairy**

The SGF is a monster and can be killed. If you kill her, the treasure you draw is four regular Treasure cards *and* two Fairy Dust cards (unless all the FD cards are gone).

If any FD cards are left after that, they can no longer be drawn in the regular way. Instead, put them on top of the Treasure deck!

#### **Failing to Kill the Sparkly Good Fairy**

If you can't defeat the SGF, she does not vanish. she'll be back soon. Take the top 10 Door cards, shuffle the SGF with them, and put them back on top of the Door deck.

#### **Sparkly Good Bad Stuff**

If you try to Run Away from the SGF and fail, then you are *charmed* until your next turn. If anyone asks you to help in a combat, you *must* help. They don't have to reward you, and you do NOT get a Fairy Dust card. (Elves still get a level if they help kill a monster.)

\* This seems very non-*Munchkin*, but relax . . . it's munchkinly to be nice to others if you are REWARDED for it.