**NEW CARD TYPE – 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 goes down.

\*Special “Edge Case” note: When you leave one Dungeon and enter another, there is never a moment when you are in neither. 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.
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 . . .

**NEW CARD TYPE – PORTAL**

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.

**CHANGING DUNGEONS WITHOUT A PORTAL**

At any time during your own turn, you may discard four cards from your hand and “discover an exit.” Draw a new Dungeon. You then have the option of discarding an existing Dungeon, but you don’t have to.

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**The Epic Rules**

Some Dungeons refer to the “Epic Rules” for Munchkin. This is a free download from e23 (e23.sjgames.com). You can find a link at www.worldofmunchkin.com/epic . . . Have fun!

**Crossovers**

These cards are all themed to go with the classic fantasy Munchkin, but most of them will work perfectly well with other sets, as well as with the base game, and use whichever ones you like. Will we do “dungeon” sets for other munchkinly themes? We’ve published Munchkin Cthulhu 4 – Crazed Caverns and Munchkin Zombies – Undead Unleashed, and we’re considering other sets. Will you buy them? Let us know!

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**More MUNCHKIN!**

Munchkin comes in lots of flavors! You can get classic fantasy, sci-fi, silly horror, superheroes, pirates, cowboys, kung-fu, spies, and zombies . . . and they’re all compatible!

*Visit www.worldofmunchkin.com* for errata, updates. Often if we’re talking much more, we discuss Munchkin with our staff and your fellow munchkins, visit our web forums at forums.sjgames.com. Check out www.worldofmunchkin.com/resources.html for reference cards, play mats, and dozens of links.

All the Munchkin games should be available at your local game or comic store – find it using our Store Finder, gamerfinder.sjgames.com – but if you don’t have a local store, we’ll be happy to sell them directly to you at www.warehouse23.com.

Browse our PDF store, e23.sjgames.com, for free Munchkin accessories and rules (including Epic Munchkin and the Munchkin Tournament Rules!).

Twitter: Our Twitter feed often has Munchkin news (or bonus rules!): twitter.com/SJGames

Facebook: Connect with other fans on our pages for Munchkin (www.facebook.com/sjgames.munchkin) and Steve Jackson Games (www.facebook.com/sjgames.sj). For more information about this Munchkin game, go to www.worldofmunchkin.com/dementeddungeons.

The icon for this set is :)

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**GAME DESIGN BY STEVE JACKSON**

**ILLUSTRATED BY JOHN KOWALCIC**

Chief Operating Officer: Philip Reed • Munchkin who originally conceived of this set: Philip Reed again!

Munchkin Czar: Andrew Hackard

Development Assistance: Will Schoonover • Production Manager: Sam Mitschke • Production Artists: Alex Fernandez and Sabrina Gonzalez

Prepress Checkers: Monica Stephens and Devin Lewis • Marketing Director: Leonard Balsera • Director of Sales: Ross Jepson

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**Munchkin 6 Dungeons**

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

1. (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 face-up, the replacement Portal 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 somebodyblinks. (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!

When you have so many supplements that the 16 Portals would get lost among all the 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.

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