

MUNCHKIN[®]

ADVENTURE TIME[™] 2

It's a Dungeon Crawl!

NEW CARD TYPE - DUNGEONS

Dungeon cards are double-sized, 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.

Some dungeons may 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.

In **Munchkin Adventure Time**, you can only be in one dungeon at a time. The face-up Dungeon card is considered the dungeon in play. Discarded Dungeon cards are placed face-down beside the draw deck.

Special "Edge Case" note: When you leave one dungeon and enter another, there is never a moment when you are in neither one. This means that if some special effect is legal in both dungeons, but not in base **Munchkin Adventure Time**, you do not lose it when you move from one dungeon to the other.

ALTERNATE DUNGEON RULE: If you really like a particular dungeon, play with it and leave out all the Portal cards.



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, or
- (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.

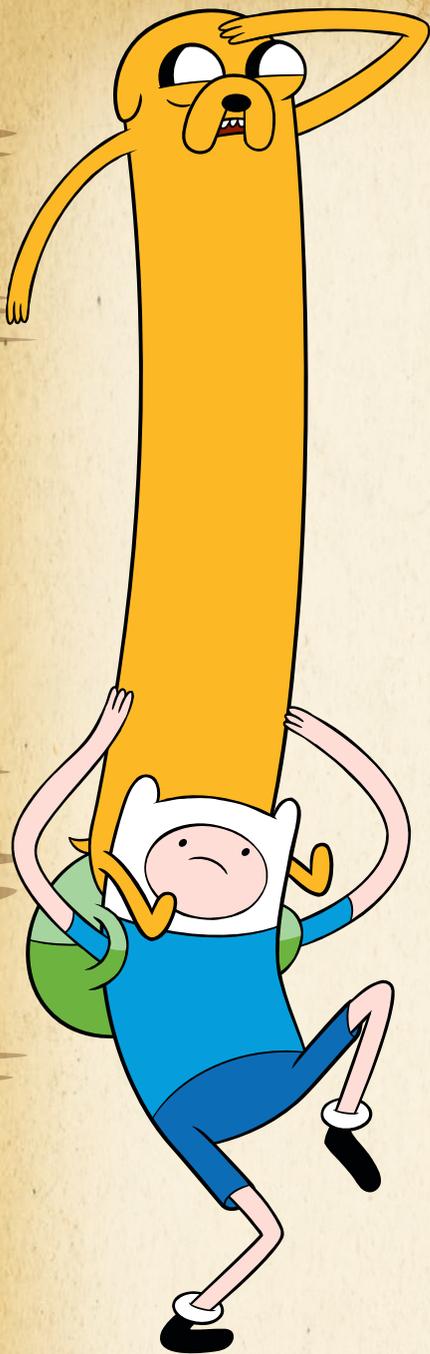
However you pick the first Dungeon card, it's likely to change. So shuffle the rest of the Dungeon cards and put the deck face-down, ready for the moment the munchkins stumble through a Portal . . .

NEW CARD TYPE - PORTALS

Portals are Doors (mostly) . . . very special Doors. There are 8 Portal Door cards. As such, they are marked as Portals (see icon to the right) to remind you of their effects. A few other cards, including some Monster and Treasure cards, also have Dungeon-changing effects, and have a Portal icon, just to remind you of what they can do, even though they are not Portal cards.

When you draw a Portal face up, you must immediately follow its instructions. Portals will usually direct you to discard the current dungeon and replace it with a new one. After you follow the Portal's instructions, draw another face-up Door.





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

- (1) Turn it face-up immediately and follow its instructions. After you follow the instructions, draw another face-down Door.
- (2) Put it in your hand. You may play it later, but only if (A) it is your turn, (B) you are not in combat, and (C) you haven't already played a Portal or other dungeon-changing card 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 drawn face-up, the replacement Door is face-up. If the original Portal was face-down, so is the replacement.

CHANGING DUNGEONS WITHOUT A PORTAL

At any time during your own turn, you may discard four cards from your hand and "discover an exit." Discard the current dungeon and draw a new Dungeon card to replace it.

CROSSOVERS

These cards are all themed to go with **Munchkin Adventure Time**, but most of them will work perfectly well with other sets . . . read them, and use whichever ones you like. A few refer specifically to other cards in this set, but most can be easily incorporated into other versions of **Munchkin**. Note that other **Munchkin** Dungeon sets allow you to be in more than one dungeon at a time, so keep that in mind when mixing and matching.

MORE MUNCHKIN!

Visit MUNCHKIN.SJGAMES.COM for news, errata, updates, Q&A, and much more. To discuss **Munchkin** with our staff and your fellow munchkins, visit our forums at FORUMS.SJGAMES.COM.

Check out MUNCHKIN.SJGAMES.COM/RESOURCES.HTML for reference cards, play mats, and dozens of links.

Other ways to connect to the **Munchkin** social network:



Our Twitter feed often has **Munchkin** news (or bonus rules!): TWITTER.COM/SJGAMES.



Connect with other fans on our pages for **Munchkin** (FACEBOOK.COM/SJGAMES.MUNCHKIN) and Steve Jackson Games (FACEBOOK.COM/SJGAMES). The URL for this set is ADVENTURETIME2.WORLDOFMUNCHKIN.COM.

Developed by USAopoly

Based on Steve Jackson's **Munchkin**

For Steve Jackson Games:

President - Steve Jackson Chief Operating Officer - Philip Reed

Munchkin Czar - Andrew Hackard Production Manager - Samuel Mitschke

Director of Licensing - Elisabeth Zakes Director of Sales - Ross Jepson

CONTENTS:

90 Cards, 12 Dungeon Cards, and Instructions.

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