**New Card Type – Dungeons**

Dungeon cards are double-sided, both to give lots of room for 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 Portal cards) 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 reverting 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 governs.

**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 regular Munchkin, you do not lose it when you move from one Dungeon to the other.

(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 change 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 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.

**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.

**Setting Up the Portals**

There are 32 Portals in this set – two copies of 16 different cards. If you are playing with Munchkin without any expansions, we suggest that you shuffle the Portals and arrange them by type. Otherwise, you’ll be switching dungeons every time somebody blinks. (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 expansions, though, you should definitely put in all the Portals!

If you have so many expansions that the 32 Portals would get lost among all your Doors, we suggest that you shuffle all your Doors, take 30 of the Portals, and shuffle the Portals into that batch. Remember to take them out after the game. Or, you could mix this with one of our other Dungeon expansions (see below) and send everyone on the wackiest adventure ever!

**Crossovers**

These cards are all themed to go with Munchkin, but most of them will work perfectly well with other sets . . . read them, and use whichever ones you like.

Other expansions that include Dungeons are Munchkin Pathfinder 3 – Odd Ventures, Munchkin Shakespeare: Limited Engagement, Munchkin Cthulhu 4 – Crazed Caverns, and Munchkin Zombies 3 – Hideous Hideouts.

**A NOTE**

We replaced one card in Munchkin 6 – Demented Dungeons, the Dungeon of Unexpected Epicness, because it referred to Epic rules, which we no longer support. We’ve replaced that card with a new Dungeon, Munchkin Tavern, giving everyone free treasure! You like treasure, right?

More Munchkin

Use the #PlayMunchkin hashtag on social media to get our attention!

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

Facebook: Connect with other fans on our pages for Munchkin! facebook.com/sjgames.munchkin and Steve Jackson Games (facebook.com/sjgames)

Instagram: We post lots of pictures of new Munchkin stuff to instagram.com/stevejacksongames. For more information about this Munchkin game, go to munchkin.game/products/games/munchkin/munchkin-6-double-dungeons/

The icon for this set is ®

**DESIGNED BY STEVE JACKSON • ILLUSTRATED BY JOHN KOVALIC**

**Catacombs** art by Katie Cook

President/Editor-in-Chief: Steve Jackson

Chief Executive Officer: Philip Reed

Chief Operating Officer: Susan Bueno

Chief Creative Officer: Sam Mitsche

Munchkin Line Editor: Andrew Hackard

Prepress Checkers: Susan Bueno

Production Manager: Sabrina Gonzalez

Art Director: Sabrina Gonzalez

Project Manager: Darryll Silva

Operations Manager: Randy Schuemann

Director of Sales: Russ Jepson

Demented Dungeons Playtesters: Jimmie Bragdon, Trevor Evans, Carissa Craig, Andrew Hackard, Jim Hendrick, Richard Kerr, Ford Mabler, James Martimmon, Don McHee, Phil Ott, Jeff Schaefer, Jonathan Stormer, Dan Voorhees, Nicholas Wood, Wyman Wright, Erik Zue

Terrible Tombs Playtesters: Dante Alaimo, Joe Alaimo, Vincent Alaimo, Juby Bai, Stephanie Beckwith, Sophia Deva, Jessica Greigo, Kris Lawton, Sam Lauber, Matt Lawton, Printe Leo, Jeff Schaefer, Jody Stormer, Don Voorhees, Nicholas Wood, Wyman Wright, Erik Zue

MUNCHKIN LOOT!
You know you want it…

Grab your Gear, put on your top hat, defeat the monsters, and grab the treasure… with the power of SCIENCE!

Mix things up with MOOP!

#PlayMunchkin
munchkin.game