

# MUNCHKIN 6 DOUBLE DUNGEONS™



In 2008, we released *Munchkin 6 – Demented Dungeons*, which introduced double-sized Dungeon cards with new, frequently changing rules to make your *Munchkin* games more chaotic and fun. In 2016, we followed it up with *Munchkin 6.5 – Terrible Tombs*. Now, we've combined them into a full-sized mega-Dungeon set!

## NEW CARD TYPE – DUNGEONS

Dungeon cards are double-sized, 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 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 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 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 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. 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 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." 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 put in only 16 Portals – one of each 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 the top 200 or so, and then 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 – Crazy 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!

*Munchkin* comes in lots of flavors! You can get classic fantasy, sci-fi, superheroes, pirates, cowboys, the apocalypse, steampunks, and zombies . . . and they're all compatible!

Visit [munchkin.game](http://munchkin.game) for errata, updates, Q&A, and much more. To discuss *Munchkin* with our staff and your fellow munchkins, visit our forums at [forums.sjgames.com/munchkin](http://forums.sjgames.com/munchkin). Check out [munchkin.game/gameplay/resources](http://munchkin.game/gameplay/resources) 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, [storefinder.sjgames.com](http://storefinder.sjgames.com) – but if you don't have a local store, we'll be happy to sell them directly to you at [warehouse23.com](http://warehouse23.com). Warehouse 23 also includes our PDF store, with free *Munchkin* accessories and rules.

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](https://twitter.com/SJGames).

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

*Instagram.* We post lots of pictures of new *Munchkin* stuff to [instagram.com/stevejacksongames](https://instagram.com/stevejacksongames).

For more information about this *Munchkin* game, go to [munchkin.game/products/games/munchkin/munchkin-6-double-dungeons/](http://munchkin.game/products/games/munchkin/munchkin-6-double-dungeons/).

The icon for this set is

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# MUNCHKIN<sup>®</sup> LOOT!

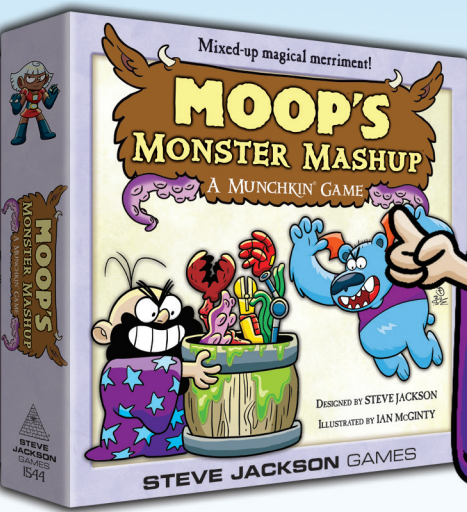
You know you want it ...

A collection of Munchkin Steampunk expansion products. At the top is the 'MUNCHKIN STEAMPUNK' box set, featuring a character in a top hat and a steampunk-themed background. Below it are several cards: 'LEVEL 14 OLD KING COAL' (3 against Tycoons), '+3 BONUS COGWHEEL CUIRASS' (An extra +1 against any monster with a Gear), 'LEVEL 15 UNDEAD MONSTER HORSE BEASTIE' (Immune to fire/flame attacks), and '+4 BONUS LIGHTNING WAND' (1 Hand, 400 Gold Pieces). The cards are illustrated with various steampunk characters and creatures.

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

Two Munchkin expansion boxes. The top one is 'MUNCHKIN 7 CHEAT WITH BOTH HANDS', featuring a character with a chainsaw and a fish. The bottom one is 'MUNCHKIN 8 HALF HORSE, WILL TRAVEL', featuring a green dinosaur-like creature. Both boxes are designed by Steve Jackson Games and illustrated by John Kovalic. A cartoon cow character wearing a hat and a red bowtie is standing next to the boxes.

## MIX THINGS UP WITH MOOP!



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