

MUNCHKIN CTHULHU 4 CRAZED CAVERNS



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 governs.

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 . . . 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.

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.

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.

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.

Setting Up the Portals

There are 16 Portals in this set – two each of eight different types. If you are playing with *Munchkin Cthulhu* without any supplements, we suggest that you put in only eight Portals – one of each type.

Otherwise, you'll be switching dungeons every time somebody twitches. (But you can certainly use all the Portals if you want to. Remember to twitch a lot. Blame that book of occult lore you read last night.)

If you are playing with one or more supplements, though, you should definitely put in all the Portals!

If you have so many supplements that the 16 Portals would get lost among all your 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 *Crazed Caverns* sets, but we'd rather you saved your money for something new, like a different *Munchkin* set entirely, or a pizza.

CROSSOVERS

These cards are all themed to go with *Munchkin Cthulhu*, but most of them will work perfectly well with other sets, especially if you prefer games on the weird side. Read them, and use whichever ones you like. (The cards referring to Cultists are specific to *Munchkin Cthulhu*, so either add your Cultists to other sets as necessary, or leave out those cards if you play a crossover game.)

This is the second "dungeon" set, following *Munchkin 6 - Demented Dungeons*. Will we do sets for other munchkinly themes? Will you buy them? Let us know!

GAME SUPPORT

Check out www.worldofmunchkin.com . . . you never know what we might put up there next. Right now, you can find some Frequently Asked Questions about *Munchkin* (and – erk – errata), the most recent *Munchkin* News, free downloadable resources for your game, and lots more.

Talk *Munchkin* on our webforums, forums.sjgames.com, or on our Yahoo! Group, the Munchkin Adventurers' Guild: groups.yahoo.com/group/Munchkin_guild. Ask questions, share stories, get munchkinly!

Support your local game store! Ask them what's new and what's coming soon for *Munchkin*. Our online store is www.warehouse23.com, and since we're munchkins, too, we're always happy to take your gold pieces . . . but if you have a Friendly Local Game Store, we'd rather you gave the business to them.



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