

MUNCHKIN QUEST™ PORTAL KOMBAT™



Back in the dungeon again, dodging monsters and . . . hey, what's this funny-colored passageway? And where is it taking me?

Oh. Oh, dear. Um, hello, Mr. Dragon, sir . . .

∞ COMPONENTS ∞




24 Portal Links



Mix these with the links from the base game.

10 Deus Ex Munchkin Cards



Shuffle these into the Deus Ex Munchkin deck from the base game. These cards all have the  icon, in case you need to pull them back out.

Game Design by Steve Jackson • Illustrated by John Kovalic

Game Development and Art Direction: Andrew Hackard

Chief Operating Officer: Philip Reed

Prepress Checker: Monica Stephens

Production Artists: Alex Fernandez

Print Buyer: Will Schoonover

and Gabby Ruenes

Marketing Director: Paul Chapman

Director of Sales: Ross Jepson

Playtesters: Eric Dow, Richard Kerr, Jonathan Leistiko, Devin Lewis, Will Schoonover, James Vicari, Loren Wiseman, and Brian Worthen.

Munchkin Quest, *Portal Kombat*, the all-seeing pyramid, and the names of all products published by Steve Jackson Games Incorporated are trademarks or registered trademarks of Steve Jackson Games Incorporated. *Munchkin Quest: Portal Kombat* copyright © 2010 by Steve Jackson Games Incorporated. All rights reserved. Rules version 1.0 (October 2010).

www.worldofmunchkin.com

STEVE JACKSON GAMES

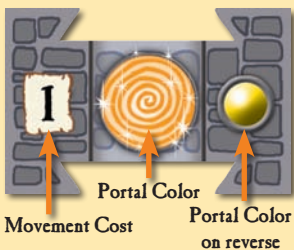


NEW RULES

PORTALS

A Portal is a magical gate from Point A to Point B. Portals can make direct connections between rooms that are not physically connected. Portals are links, and go into the pile, or bag, or funerary urn, or whatever it is you people use to hold your MQ pieces. Portals come in the usual six MQ colors, plus three rainbow wild Portals, which match ANY other portal on the board.

Portal Link



When you place a Portal link, treat it like any other link: drop it on the table and use whichever side lands face up.

This set includes one each of every possible combination of Portal colors (a total of 21),

plus three wild Portals. The small dot on the side of a Portal link indicates the color of the Portal on the other side.

Moving Through a Portal

If a Portal is “unmatched” (the only one of its color on the board), treat it as a regular open passageway. If a Portal is matched, you have the option of going through it as an open passageway, or of emerging from *either side* of any matching Portal. Either of these options costs 1 Move.

For all purposes except their special connection rule, Portals are considered open passageways. This means that room or card effects that affect open passageways affect Portals, too, and that two rooms joined by Portals are considered adjacent.

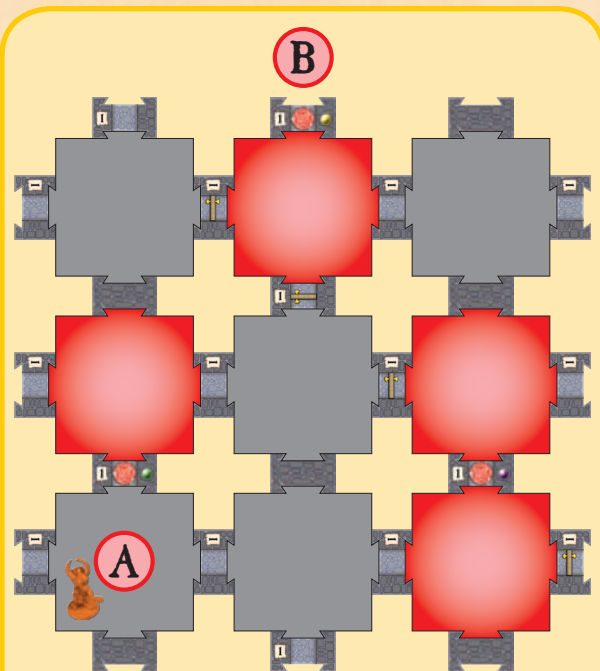
Monsters never use the Portals unless a card says otherwise. To the monsters, Portals are just weirdly colored open passageways.

Exploring Through a Portal

... works just like any other exploration. If a Portal link leads to unexplored space, you can reach it from the room physically connected to that Portal, or from either side of any matching Portal.

Drawing a Random Portal

Some effects require you to draw a random Portal. The easiest way to do this is to reach into the links, grab a handful, and drop them one by one on the table until you drop a Portal. No fair looking in and fishing out the Portal you need!



In this map, the player starts in room A. He can use the red Portals to reach any of the rooms shaded red with 1 Move. All these rooms are adjacent. Or he can move from A to B in 1 Move, exploring a new room at that location.

GLOSSARY ADDITIONS

Words in *bold italic* are keywords.

Adjacent – Rooms connected by a Portal are adjacent, whether or not they are *physically* connected.

Matched – Two Portals are matched if they are the same color. Wild Portals match all others.

Portal – A magical passageway from one Room to any other with a matching Portal attached.

