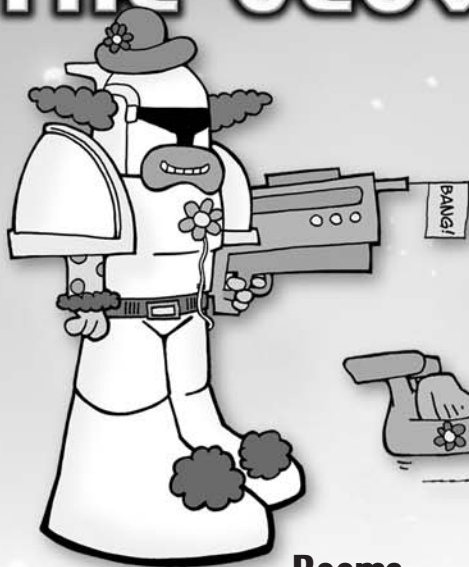


STAR MUNCHKIN™ THE CLOWN WARS™



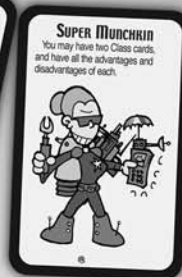
Rooms

This is a new type of card. Rooms are found in the Station deck. When a Room appears face-up, it means you have entered that room. Follow the instructions on the Room card. Room effects take place immediately and last only for that turn.

When you draw a Room face-down, keep it in your hand. It may be played on any player immediately after he kicks down a door, as long as the card *he* drew is not a Room. (If two Rooms are played on the same turn, the first one to hit the table is the one that counts, and the other one is returned to the one who played it.) If a player is faced with both a monster and a Room, resolve the Room first . . . but if the Room comes with its own monsters, add any monsters the player found when he kicked down the door. He fights them together!

A Wandering Monster can be played into a Room as though it were a regular combat, even if there is no other monster in the Room.

If a Room contains no monsters and the player survives its other effects, he may then loot the room and/or look for trouble normally, unless the card says otherwise. If he looks for trouble, any monsters he finds follow the rules on the Room card.



Game Support

Check out www.sjgames.com/munchkin/game . . . you never know what we might put up there next. Right now you can find Frequently Asked Questions about *Munchkin*, the most recent version of the Epic Rules, a web form to let you submit your own card ideas, and lots more.

And visit the Munchkin Guild on Yahoo! Groups: groups.yahoo.com/group/Munchkin_guild. Ask questions, share stories, get munchkinly!

Support your local game store! Ask them what's new for *Munchkin*. We have an online store at www.warehouse23.com, and since we're munchkins, too, we're always happy to take your gold pieces . . . but if you have a game shop near you, we'd rather you gave the business to them.

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