

STAR MUNCHKIN[®]

THE CLOWN WARS[™]



Rooms

This is a new type of card. Rooms are found in the Door 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.

Item Enhancers

Some cards are Item Enhancers. These must be played on an Item you already have in play; they cannot be played by themselves. They add to the combat bonus of the Item or give the Item new abilities. You cannot move an Item Enhancer to a new Item once you have played it.

More Munchkin!

Munchkin comes in lots of flavors! You can get classic fantasy, sci-fi, silly horror, superheroes, pirates, cowboys, kung-fu, spies, zombies . . . and they're all compatible!

Visit us on the Web at www.worldofmunchkin.com 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. Check out www.worldofmunchkin.com/resources.html for reference cards, play mats, and dozens of links.

Our PDF store has free *Munchkin* accessories and rules (including *Epic Munchkin* and the *Munchkin* Tournament Rules)! Go to e23.sjgames.com and browse for *Munchkin*.

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

Facebook. We have pages for *Munchkin* (facebook.com/sjgames.munchkin) and for Steve Jackson Games (facebook.com/sjgames).

The URL for this *Munchkin* game is www.worldofmunchkin.com/clownwars.

The icon for this set is



Designed by Steve Jackson • Illustrated by John Kovalic

Chief Operating Officer: Philip Reed • *Munchkin* Czar: Andrew Hackard
Munchkin Hireling: Devin Lewis • Production Manager: Samuel Mitschke

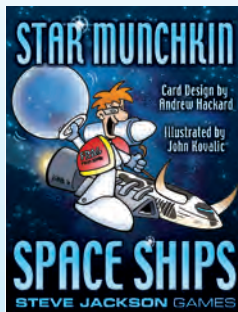
Graphic Design: Philip Reed • Production Artist: Alex Fernandez

Marketing Director: Leonard Balsera • Director of Sales: Ross Jepson

Advanced database technology indistinguishable from magic: Monica Stephens
Prepress Checker: Devin Lewis

Thanks once again to all the usual suspects for comments and rules abuse, and to our Permanent Floating Office *Munchkin* Party: Michelle Barrett, Andrew Hackard, Fade Manley, Mia Sherman, Monica Stephens, and Loren Wiseman.

Munchkin, *Star Munchkin*, *The Clown Wars*, the Munchkin character, Warehouse 23, e23, 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, or used under license. *Dork Tower* characters are copyright © John Kovalic. Schlock (created by Howard Tayler), Space Mummy (created by R. Stevens), and the Cheese of Evil (created by Jon Rosenberg) are the copyrighted property of their creators and used by permission! *Star Munchkin 2 – The Clown Wars* is copyright © 2004, 2007, 2010, 2013 by Steve Jackson Games Incorporated. All rights reserved. Rules version 1.6 (November 2013).



Also Available

Munchkin Booty introduced Ships to the world of *Munchkin*. Then the *Star Munchkin* fans wanted Ships of their own. Here they are! With the *Horsefly*, the *Starfurry*, the *USS Secondprize*, and a dozen other really dumb cards, you can be more overpowered than ever.

www.worldofmunchkin.com/spaceships

Find more munchkinism at www.worldofmunchkin.com

STEVE JACKSON GAMES

