

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.

STAR MUNCHKIN Ard Design by Ard De

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Steve Jackson Games (facebook.com/sjgames). The URL for this *Munchkin* game is www.worldofmunchkin.com/clownwars. The icon for this set is

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