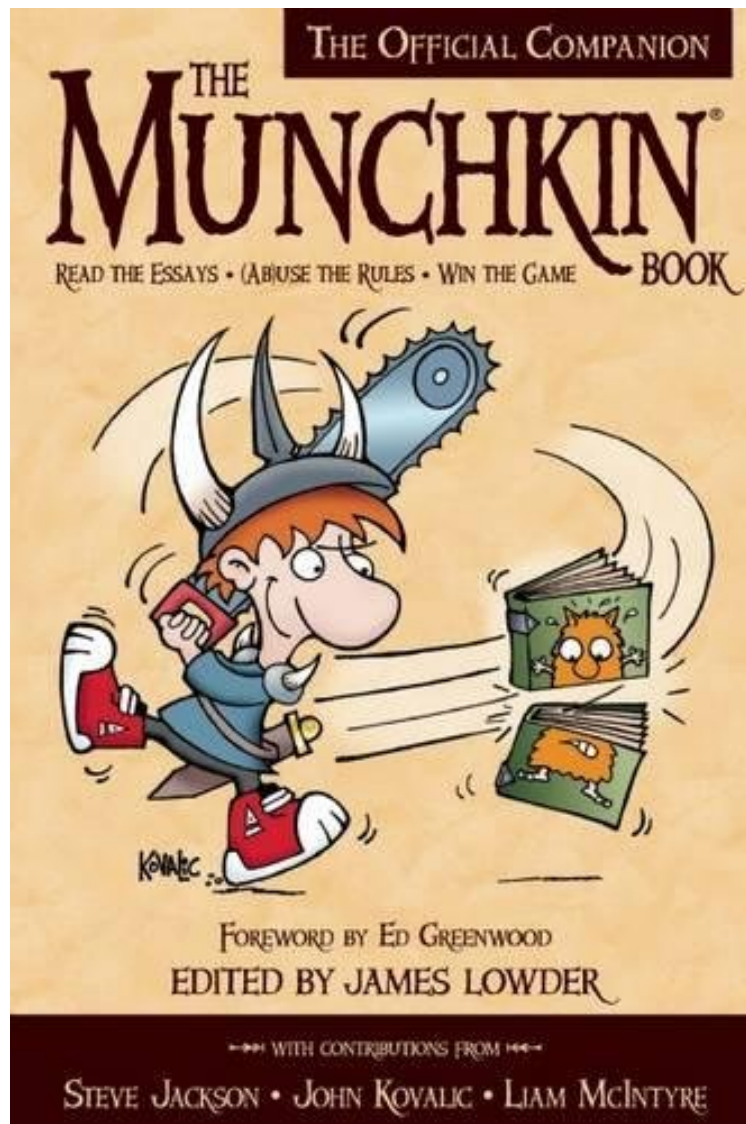


(Download pdf) The Munchkin Book: The Official Companion - Read the Essays * (Ab)use the Rules * Win the Game

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From **imusti** : **The Munchkin Book: The Official Companion - Read the Essays * (Ab)use the Rules * Win the Game** before purchasing it in order to gage whether or not it would be worth my time, and all praised The Munchkin Book: The Official Companion - Read the Essays * (Ab)use the Rules * Win the Game:

5 of 5 people found the following review helpful. Throw the Book at 'Em!By CustomerMunchkins! Looking for

something to read whilst awaiting your next bout into the dungeons for looting and backstabbery? Look no further! This companion book to the wonderful world of Munchkin is full of insights, puns, exploits, puns, strategies, PUNS, and commentaries all centered on your favorite card game. Oh, it also has puns. Lots of them. Containing 17 short essays from esteemed members of the card-playing community as well as others associated with Steve Jackson and his Munchkin line of games, this book has plenty to laugh at and learn from. See the world from the monster's perspective, learn about the process of designing one of Jackson's genre-bending core sets, incorporate the strategies of other players into your own, and discover how playing Munchkin can win you the love of your dreams as you delve into this book like a munchkin into a slain monster's treasure hoard. Of course, it wouldn't be a true Munchkin product if it didn't give the user certain... advantages. If you carry this book into your gaming circle with you, you will have the ability to use one of its many (17, in fact!) special rules once per game, limited to one game per day. And trust me, you WANT these rules. Some are one shots and some last the whole game, but all of them have their uses. Here they are:

1. Keep a class/race/etc. card from ANY of your currently-unused sets equipped for the entire game.
2. Gain +5 in all combat by playing all of your cards upside-down or sideways.
3. +, -, *, or / ANY of the numbers on your in-play cards to equal your age to gain 2 levels.
4. Choose to gain a level and draw 2 treasures whenever you help munchkins OR add Death to one monster and take an extra card when you loot your victim (if they die).
5. Make puns for 1 minute to get +1 per pun in a combat for either side.
6. Stand on one foot to gain 2 levels, draw 2 treasures and a door, and make another player lose a level.
7. Allow every player to add up to 2 monsters to one combat.
8. Equip a 2-handed Big hammer that has +4 bonus and gains a permanent +1 every time someone curses with a card or with their mouth.
9. Sell exactly 1000 gold pieces to get your level AND do a little dance for a second level.
10. Use the discards to CHOOSE a race, class, 2 hands worth of items, a headgear, a footgear, and an armor when you die, then draw normally.
11. Equip ALL items you have with you at the moment, ignoring legality. After use, you can still equip any legal items on top of them.
12. Double the combat bonus of any physical Munchkin swag you use during the game (shirts, figures, dice, etc.).
13. After someone loses a battle, draw the treasures on the monster cards and select one to keep before discarding the rest.
14. For the entire game, you can force anyone to help you. When you win, roll a die- 1-2 the helper gets everything, 3-4 you get the levels and they get the treasure, 5-6 you get everything.
15. Starting with you, every player can give cards to their left player. For every 2 given, the giver gets a level.
16. End a combat and get all the cards played during the fight except the monsters.
17. Draw a duck and pass it around, rolling a die each pass. On a 6, it explodes. If it explodes on you, draw 3 treasure. Someone else- Death. There you have it! As you can see, the rules are reason enough to get your plotting hands on this book, so start counting your gold pieces and sell you treasures to acquire this munchkinly tool of mischief ASAP!

1 of 1 people found the following review helpful. A fun collection of essays about designing, testing, illustrating, and playing the popular card game. By Daniel

This review originally published in [...]. Rated 4.25 of 5

If you are any kind of geek at all, you already know about the card game Munchkin and many of its variants. But what do you really know about the game, the creators and many of its bizarre rules? This collection of (mostly) humorous essays gives the reader and game player a peek of the Munchkin history. There is a nice variety to the collection. From essays from insiders who have a history with the game and the company, including a play-tester, to anecdotal reminiscences of playing the game. Between each essay is a Munchkin playing card, illustrated by John Kovalic, the artist for all the cards. If this book happens to be your introduction to the game, these card samples provide a pretty good insight to what is in store. I was personally more interested in the essays from those who've had hands on experience with the creation of the game: Steve Jackson, Randy Scheunemann, John Kovalic. In some cases, with the other essays, I felt the writers were trying too hard to be funny

Jennifer Steen's "Monster Grievances" stands out in this regard. How often do we get to read essays about gaming, though? This is a wonderful opportunity for geeks to see that there are plenty of others out there who share in the joy of card games and humor (with a little DD thrown in). I would personally love to see more such collections about popular games. This collection contains:

Foreword : Why I Love to Dance in Pants Macabre - Ed Greenwood

Introduction : The Space Between the Cards - James Lowder

Munchkin by the Numbers - Steve Jackson

To Backstab or Not to Backstab : Game Theory and the Munchkin Dilemma - Andrew Zimmerman Jones

Madness in 168 Easy Steps - Andrew Hackard

Monty Haul and His Friends at Play - David M. Ewalt

Monster Grievances - Jennifer Steen

Screw You, Pretty Balloons : The Comedy of Munchkin - Joseph Scrimshaw

On with the Show : Confessions of a Munchkin Demo Pro - Randy Scheunemann

Munchkin as Monomyth - Jaym Gates

From Candy Land to Munchkin : The Evolution of a Young Gamer - Dave Banks

The Emperor of Fun : An Interview with Phil Reed - Matt Forbeck

How Playing Munchkin Made Me a Better Gamer - Christian Lindke

Flirting 101 : Throwing the Dice in Munchkin and in Love - Bonnie Burton

The Charity Rule - Colm Lundberg

Munchkin Hollywood - Liam McIntyre

My Favorite Munchkin - John Kovalic

Looking for a good book? The Munchkin Book is a fun collection of essays about designing, testing, illustrating, and playing the very popular, satirical card game, Munchkins. I received a digital copy of this book from the publisher, through Netgalley, in exchange for an honest review.

3 of 3 people found the following review helpful. As Fun As The Game

By Talvi

This is a great companion to the game - full of tongue-in-cheek essays, special rule options, and comedic observations. Interspersed among the 15 essays are illustrated 'cards', some definitely more usable than others. Contributors include Steve Jackson, Ed Greenwood, and more - providing a wide array of very amusing quips

and commentaries. Essays include:- Madness in 168 easy steps, Monty Haul and his friends at play, Screw you, pretty balloons, How playing Munchkin made me a better player, Munchkin Hollywood, My favorite Munchkin, and more. As can be seen by the titles, the essays are just as amusing as the game and worth the read for the puns alone. But beyond the humor, there really are some fun ways to change the game up and make it just a bit crazier. Whether getting +1 for each pun you recite, keeping all the cards sideways to you, or adding two monsters to your hand for each combat. Each one of the extra rules is illustrated. Several of the essays are variants as well. In all, a great companion for the dedicated gamer or Munchkin game fan. Reviewed from an advance reader copy provided by the publisher.

With 18 exclusive Munchkin game rules! By gently and sometimes not so gently mocking the fantasy dungeon crawl and the sacred cows of pop culture, the Munchkin card game has stabbed and sneaked and snickered a path to the pinnacle of success. Along the way, it has sold millions of copies, been translated around the world, and spawned more than two dozen sequels and supplements. More fun than a Chainsaw of Bloody Dismemberment and more useful than a Chicken on Your Head, *The Munchkin Book* is a lighthearted and suitably snarky celebration of all things near and dear to the munchkin heart, featuring exclusive content from: Munchkin's designer and Steve Jackson Games president Steve Jackson Munchkin's signature artist John Kovalic (creator of web comic Dork Tower) Steve Jackson Games Munchkin Czar Andrew Hackard CEO of Steve Jackson Games Phil Reed *The Munchkin Book* also includes a foreword by New York Times bestselling author and *Forgotten Realms* creator Ed Greenwood, an introduction by editor James Lowder, and contributions from notable mavens of geek culture, including: Andrew Zimmerman Jones David M. Ewalt Jennifer Steen Joseph Scrimshaw Randy Scheunemann Jaym Gates Dave Banks Matt Forbeck Christian Lindke Bonnie Burton Colm Lundberg Liam McIntyre

About the Author James Lowder has worked extensively on both sides of the editorial blotter. His bestselling, widely translated dark fantasy novels include *Knight of the Black Rose* and *Prince of Lies*, and his short fiction has appeared in such anthologies as *Shadows Over Baker Street* and *The Repentant*. As an editor he's helmed over a dozen anthologies, including *Curse of the Full Moon* and the recent Smart Pop collection *Triumph of the Walking Dead*, and has directed book lines or series with subjects ranging from Arthurian Britain to zombies. His nonfiction writing on film and comics has seen print in *Amazing Stories*, *Sci-Fi Universe*, and the Smart Pop collections *King Kong Is Back!* and *The Unauthorized X-Men*.