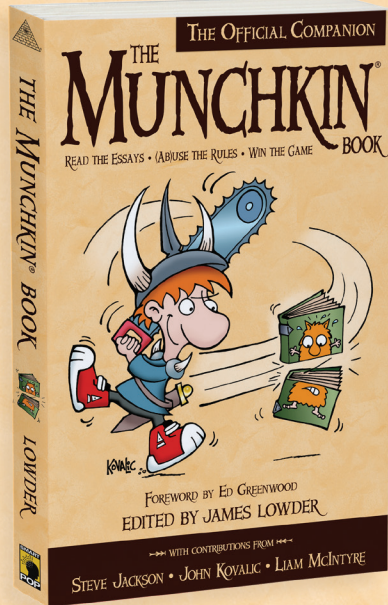


THE MUNCHKIN BOOK: THE OFFICIAL COMPANION

READ THE ESSAYS • (AB)USE THE RULES • WIN THE GAME

EDITED BY JAMES LOWDER



More fun than a Chainsaw of Bloody Dismemberment and more useful than a Chicken on Your Head, *The Munchkin Book*—the official guide to the wildly popular card game—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**

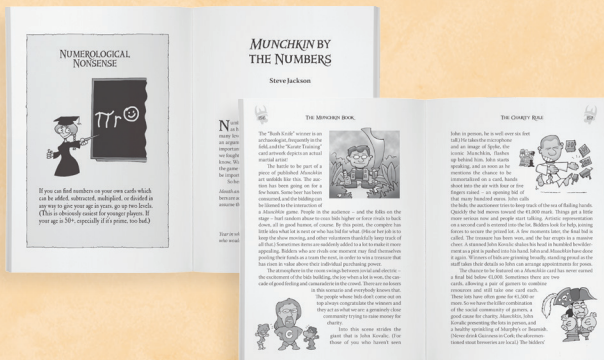
The Munchkin Book also includes a foreword by *New York Times* bestselling author and Forgotten Realms creator **ED GREENWOOD**, an introduction by editor **JAMES LOWDER**, and contributions from geek culture notables, including:

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

KEY FEATURES

- The *Munchkin* game has sold millions of copies, been translated around the world, and spawned more than two dozen sequels and supplements
- *The Munchkin Book* is an official *Munchkin* product— and the only official companion book —being co-marketed by Steve Jackson Games
- Includes 18 exclusive *Munchkin* game rules, making the book part of the game
- Black and white interior is fully illustrated



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