

(Free read ebook) Mastering Middle-Earth: Strategies for Middle-Earth: The Wizards

Mastering Middle-Earth: Strategies for Middle-Earth: The Wizards

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Scott Langlinais : Mastering Middle-Earth: Strategies for Middle-Earth: The Wizards before purchasing it in order to gauge whether or not it would be worth my time, and all praised Mastering Middle-Earth: Strategies for Middle-Earth: The Wizards:

1 of 1 people found the following review helpful. Sound Guide to Great GameBy Doc WatsonThis book, published during the height of popularity for the Middle-earth Collectible Card Game (MECCG), is an excellent guide to playing the game well. It primarily focuses on the cards and strategies from the games first two sets: The Wizards and The Dragons. (Langlinais explains that the third set, Dark Minions had just appeared and he hadnt had time to fully digest it for inclusion in the discussion.)The book is divided into the following chapters:1) Introduction2) Basic Concepts3) The Offense4) The Defense5) The Playing Field6) The Decks7) The One RingAppendix: The Card ListsPretty much all card games have an element of luck in the draw, but given that the MECCG game uses dice rolls to resolve the frequent combats, determine the results of corruption checks and for various other events, the opening section on odds is useful to illustrate the impact that chance has on the game and how good players can plan for the vagaries of fortune.Next, the author explores ways to put together the character/resource part of your deck, considering what resources, characters and wizards to include, along with solid marshalling point strategies. Then hazard portion of your deck is similarly discussed, with a focus on themes and combos. The chapter on the playing field recognizes the rather unique and very important, almost boardgame-like, movement aspect of the game, as the players companies journey from site to site around Middle-earth seeking to find items and raise allies.The next two chapters examine over a dozen

different, tournament-proven decks. The author lists all cards to be included in each, and then discusses how the cards fit together and how the deck is played. These provide invaluable lessons on how to construct and play a MECCG deck, and nicely illustrate the more general concepts outlined earlier in the book. The appendix, comprising a full third of the book, lists every card from the first three sets. Each entry provides the cards statistics and the full card text. This is a very, very helpful resource for building and modifying decks. Just reading through it will give players ideas for card combos and perhaps even deck strategies. In summary, full of sound analysis and advice, this is an almost invaluable tutor for playing the MECCG game well. And that is its sole stated focus: it is not a book about playing the game thematically or as way to explore Tolkiens world. (Readers may wish to look for some of the various guides published by the games producer, Iron Crown Enterprises for that sort of information.) For example, in one instance, the author suggests that if you are including Aragorn in your deck to also include the Arwen character, and then sending her off to her death so she is not available to your opponent to influence Aragorn away from you! Makes perfect game-sense, but its hardly in keeping with the stories. If you are lucky enough to have acquired a collection of this long out of print game, this accessible, engagingly written and thoughtful book will help you become a better player.

Deck building tips and strategy for the CCG, Middle Earth Wizards.