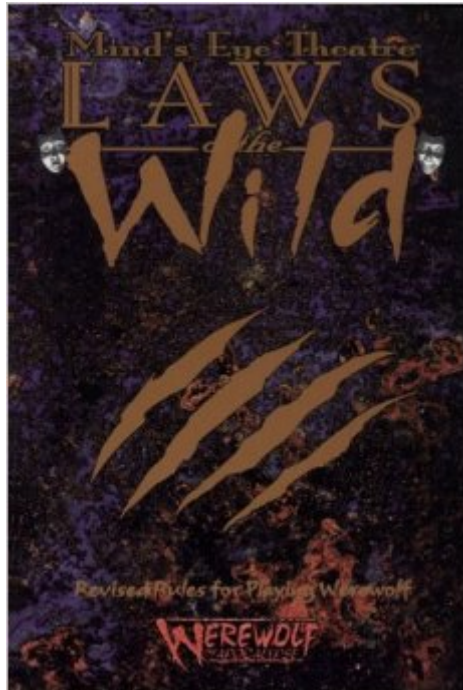


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Mind's Eye Theatre: Laws Of The Wild- Revised Rules For Playing Werewolf



Synopsis

Book by Alan I. Kravit

Book Information

Series: Mind's Eye Theatre

Paperback: 288 pages

Publisher: White Wolf Publishing (July 9, 2001)

Language: English

ISBN-10: 1588465012

ISBN-13: 978-1588465016

Product Dimensions: 6 x 0.8 x 9 inches

Shipping Weight: 15.2 ounces

Average Customer Review: 4.5 out of 5 stars [See all reviews](#) (6 customer reviews)

Best Sellers Rank: #1,199,617 in Books (See Top 100 in Books) #34 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > Werewolf](#) #189 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > General](#) #53556 in [Books > Science Fiction & Fantasy > Fantasy](#)

Customer Reviews

I started with Mind's Eye theater in 1996. Werewolf, or Garou, as a lot of gamers call it, is great. Play styles vary by groups and individuals. It is a dark venue. Most people I know play on-line what is generally referred to as Garou "lite." Its simply a matter of what the group wants. There are a lot of additional books associated with this, but in general, the entire game can be played with this one book. I hope people enjoy it as much as I have over the years. (I bought this recently because I needed a new copy.)

This book is an absolute MUST for any Mind's Eye theatre Storyteller. It has excellent information on spirits that you cannot find elsewhere. Also, if you ever wish to bring werewolves into your chronicle, it has all the information you need. This book is organized better than most of the Mind's Eye Theatre books. All in all, I highly recommend this book to Storytellers of any WW genre.

We're now on our third incarnation of Werewolf rules for the Mind's Eye Theatre. For the third time, White Wolf has failed to even perform cursory review of their work. This is not a critical issue, but the errors have been carried over through all three incarnations! For instance, in the "Backgrounds"

- "Rites", the work states that for three points in this background you can have one level 3, one level 2 and one level 1, or 3 level 1 rites. Problem, rites are ranked Basic, Intermediate, Advanced, not 1 through 5 as the paper game. A similar situation exists throughout the work. This poor work goes to show that the product was published for money not to truly enhance the game.

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