Beanie Times

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Monster Hunter *March Frenzy*

It's March, and we all know what's taking over this month—MONSTER HUNTER WILDS!

Like almost everyone on my Twitch follow list, I've been completely sucked into the game. It certainly didn't help (or maybe it did?) that I was feeling under the weather for the first two weeks of March, which meant lots of time at home, just playing after work.

I hope everyone diving into the game is having as much fun as I am! Happy hunting, and may your drops be blessed.

By the way, psst psst. There's gonna be 12 pages of Beanie Times this month! So Enjoy yourselves my beanies <3



THIS ISSUE, EXPECT

Not one, BUT TWO Game Reviews!

Munchi Under Construction World Building

SG CAT CARNIVAL (some cat pics)

Scan this to access Mixtape 001

Munchi Under Construction:
World Building

Camp Beanie: How it came about

One of the biggest challenges I faced with Printer as an OC was never knowing where to place her in commissioned art or storytelling. While her personality and lore were well-defined, she had no fixed location—always wandering, never truly anchored. So, when rebranding to Munchi, one of my goals was to give her a home base; a setting that would not only ground her but also allow her story to grow naturally.

And then it hit me while brainstorming with Milk one day... A camper van!

Since Munchi was envisioned as a wandering Taoist priest, traveling to tell fortunes and exorcise spirits, it only made sense for her to have a mobile home that carried her from place to place. From there, the idea expanded: wherever Munchi parks her camper, she sets up camp, inviting friends and strangers alike to gather, share stories, and enjoy the warmth of companionship. And just like that, Camp Beanie was born!

This theme became the heart of my streams and community, shaping everything from redeem titles to stream activities. It brought Munchi's world to life, turning every interaction into part of a larger journey.

So now, whenever you stop by the stream, welcome to Camp Beanie, where there's always a fire burning, stories to tell, and good vibes all around.



Sneak peeks of when i brainstormed with milk hehe ty bby i love u

Maybe it can be one of those ole Volkswagen types, but slightly bigger. And it will be a pastel lilac color maybe? She has a tiny little kitchenette in it, and a desk where her pc sits. She also has a foldable queen sized bed, that also serves as a sofa when folded up. She likes all things cutesey, so she has fluffy throws and pillows around, as well as cute little figurines from her favourite animes and shows on display. She's not that much of a cook so she has some takeout boxes on her kitchenette counters.

She also has a tiny area with a foldable two seater table where she uses to tell fortunes by using chinese astrophysics. She covers up the windows with dainty white curtains that are plain and not too frilly.

On days where it's sunny, she likes to invite her friends over and conjures up a barbeque pit outside while she sets up camp.

First Idea



First sketch of the Munchivan





The Lilac Woods: Munchi's origins

The camper van serves as a perfect setting for the Munchi we know today, allowing her to travel freely and meet new people. But as I tapped deeper into her lore, I began to wonder... Where exactly did she end up?

Where was this make-believe world Printer had stepped into when she reached into that magic mirror? What made her choose to stay, fully embracing her new life as Munchi? This world had to be something mystical, brimming with fantasy and adventure, a place untethered to real-world locations, so it could evolve naturally without restrictions.

And that's when I created Lilac Woods, a setting where East meets West in a seamless blend of cultures.

I imagined Printer awakening as Munchi in the middle of a meadow, surrounded by soft lilac grass and framed by dark purple trees against a dreamy skyline. The entire world felt as if it had a permanent lilac filter over it, setting an almost ethereal tone. As I fleshed it out further, I started writing short stories to bring this place to life.

Pre-Printer: Munchi's Original Life

Before Printer ever existed, Munchi's original life was deeply rooted in Lilac Woods, where she lived among the forest folk, befriending creatures and spirits alike. After learning to shapeshift into human form, she would venture into the village; a quaint town a short journey from the woods, to purchase food and offer fortune-telling services to the locals.

I envisioned the Lilac Woods as a storybook-like enchanted forest, reminiscent of something from a Western fairytale, filled with magical creatures and mysteries waiting to be uncovered. In contrast, the village carried a distinctly Chinese aesthetic, much like Qingce Village from Genshin Impact, with traditional tiled rooftops, wooden bridges, and hanging lanterns that glowed warmly at night.

Bringing It to Life: Mapping the World

As I expanded on Munchi's world, I realized it would be helpful to visualize its geography—so I started drawing up a map on canva (which you'll see at the top of this page!). This way, I could better ground my short stories in a structured setting, making it easier to connect future lore and locations.

Bridging Worlds: How My Friends Fit Into Munchi's Universe



Since I love including my friends in my stories, I started wondering, how could I integrate them into Munchi's world if everyone came from different backgrounds and settings?

Then it hit me... *Nothing had to make sense.*

Printer's transformation into Munchi wasn't just a physical change, it was a shift into an entirely new reality, one where the rules of logic could be bent. When Printer stepped into the mirror, she essentially entered a dream; an alternate universe, much like the multiverse gates in Doctor Strange.

That meant my friends could enter the lilac woods through one of these gates, crossing over from their own worlds, timelines, or realities. And the best part? They wouldn't even have to know Munchi in this life.

Some could have been friends of Printer, but upon arriving in this dreamlike reality, they would instinctively recognize Munchi as Printer, even if she had changed. Because in this world, past, present, and alternate realities blur together, allowing for limitless storytelling possibilities.

This way, no matter where my friends' characters originated from, they could seamlessly exist within Munchi's universe, making it feel even more connected and dynamic.

The Mirrorverse: A Realm Between Dreams and Reality

The Mirrorverse isn't just a single dream; it's a *layered realm*, where different realities overlap, and time flows in unpredictable ways. When Printer stepped into the mirror, she didn't just enter a new world, she surrendered herself to a reality that felt more like home. Here, time is fluid, shifting based on emotion and perception. A moment of joy could stretch endlessly, while sadness might make weeks vanish in an instant. To the outside world, Printer may have only been frozen in front of the mirror for seconds, yet in this realm, Munchi could be living an eternity.

The Camper Van: A Vessel Between Dream Layers

And while Lilac Woods is Munchi's home, the Mirrorverse itself is far greater than just a single place. Hidden beyond misty pathways and unseen roads lie other dream layers, fragments of different realities, waiting to be uncovered. Munchi's camper van isn't just a home; *it's a key*, allowing her to traverse the ever-shifting dreamscape, from enchanted lands filled with light to forgotten worlds unraveling into nothingness.

What Lies Beyond?

But even in a dream, questions linger... I*s the Mirrorverse truly endless, or is there something waiting at its edge?* And if Printer ever wakes up… would Munchi's world disappear? For now, she continues to roam, collecting stories, meeting souls, and uncovering the secrets of the dream she refuses to leave.

I hope you enjoyed this issue's Munchi Under Construction! We'll be back next time with more lore, mysteries, and adventures into the Mirrorverse!

The Munchivan

a very munchi tale



It had been months since Print - I mean, Munchi, arrived in this world. The very world her past self once lived in. At first, everything felt distant, unfamiliar memories lingering just beyond reach. But as time passed, the Lilac Woods became home, though she still felt like a stranger inhabiting someone else's life.

One crisp afternoon, Munchi wandered northward, where the icy winds from the mountains left the trees bare and brittle. Unlike the soft lilac hues of the woods she knew, the landscape here was skeletal, branches clawing at the sky.

That's when she saw it, a glimmer of metal, half-buried beneath a thick layer of leaves. Curious, she brushed them aside. Beneath the dirt, the shape grew clearer. A door. A wheel. A window, covered in dust. A van!

Its lilac paint, faded but familiar, blended almost too perfectly with the world around it. Testing the door, she pressed against it. The hinges groaned, and with a reluctant creak, it swung open. Inside, there was nothing. No furniture. No signs of past owners. Just an empty shell, silent and still. Not abandoned. Not forgotten. Just… waiting.

Munchi stepped in, leaving faint footprints in the dust, her hands tucked into her chest with caution.

"A desk would look nice there." She thought to herself, looking at the corner with a window that framed the landscape of the exterior surroundings in a picturesque manner.

And then, with a golden glimmer, it was there! Like magic! A small, simple wooden desk, exactly as she imagined it. "W...What about a bed? With fluffy pillows!" The frame of the bed slowly took shape before her eyes, as the same golden glimmer showers across the space it now stands, two fluffy pillows adorning the surface.

Her tail fluffed up. What in the world...?

She grinned. If this van responded to her thoughts, then there was only one thing left to do.

"Well then," she said, "Let's make this a home."



Beanie Buddies Chronicles

singapore cat carnival: a day of fluff and fun

The fact that I only found out about this event two days before it happened and had to scramble to buy tickets is a true testament to how much I live under a rock. But not even my last-minute planning was going to stop me from seeing all the adorable, fluffy kitties at the Singapore Cat Carnival!

Singapore Cat Carnival

Held over the weekend (22–23 Feb), the event was organized by Club Pets, a well-known pet magazine publisher in Singapore. I was excited to check out the lineup of vendors, see what activities they had in store, and of course, take advantage of all the discounts on cat food and litter. With two cats and a dog, I never say no to a good deal!

And Our Day Begins…

We planned to go with two friends; Ari, a customer-turned-friend, and Fuwa, the foster mom of Aura (and the one who found her in a drain!). The night before, we stayed up way too late, which resulted in us oversleeping... We were supposed to leave at 11 AM but ended up waking up at 12 PM instead. (RIP)

Ari, who lives nearby, came over to hitch a ride with us, along with her cat! Fun fact: her cat looks exactly like Aura! It was like seeing a little twin version of our own cat.

After arriving at Marina Bay Sands, we waited for Fuwa, who had just finished work. Since we hadn't eaten anything before leaving (yes, we are always this unprepared and tardy… I know, I know…), we had her pick up lunch for us on the way.

With our group finally assembled, we made our way inside, ready to meet all the adorable fluffballs!



Ari's cat Avery



Everyone was pleasantly surprised by how well-behaved Sleepy and Aura were throughout the entire carnival. For the most part, they just slept and cuddled up next to each other, completely unbothered by the bustling event.

While Sleepy has been brought out frequently since he was a kitten to socialize and get used to the outside world, he's still a little anxious in new environments. But ever since Aura joined our little adventures, he's become much calmer, instead of meowing anxiously, he now just snuggles up to her whenever he feels overwhelmed or anti-social. It's heartwarming to see how much comfort they bring each other!

There were so many cats of different breeds, shapes, sizes, and colors at the event, each one more adorable than the last. But one of my absolute favorites was a chill little Scottish Fold lounging on the table next to us while we stopped for food.



He instantly reminded me of Nyanko Sensei from Natsume's Book of Friends, as well as the fat cat from Final Fantasy! Unable to hold back, I approached his humans and, in my full weeb glory, blurted out: "Hi, can I take a picture of your anime cat?" They definitely got a good laugh out of it! :')



Fuwa was absolutely determined to figure out Aura's breed at the event, especially after seeing so many cats that looked just like her, like Avery! Black long coats, those striking greenish-yellow eyes, and the sweetest cuddle-bug demeanors you could ask for.

We stopped multiple times to chat with fellow cat parents, only to arrive at the same answer every time: "We don't really know, they were adopted!" For some reason, it felt like most of the black cats we met weren't purchased but rather rescued or adopted. Honestly, I'm glad they found loving homes with humans who so obviously adore them!

By the end of the day, we were more exhausted than the kitties, who snoozed away in their carriers.



Fuwa spoiled the cats (and Ritchie!) with treats and toys, while Avery got plenty from Ari too.

As we left, I spotted a tiny cat in a tote bag and stopped for a picture. The owner insisted I hold her, but I panicked... T_T I SHOULD HAVE SAID YES!

And with that, our fun-filled day at the Singapore Cat Carnival came to an end. Until next time, fluffballs!

Paper Ghost Stories:Third Eye Open

a munchi review



Another month, another game! This time, I'm diving into Paper Ghost Stories: Third Eye Open, a supernatural narrative adventure about a young girl coming of age. Set in a small Malaysian suburb, the game lets players explore the world, interact with friends, family, and ghosts, and experience various minigames that deepen the journey.

Honestly, this game sat in my library for months. I bought it during a spooky season Steam sale in October 2024 but never got around to playing it. I love immersing myself fully in short narrative-driven games like this, and my busy schedule last year didn't allow for that. But now that I've finally completed it, I'm so glad I did.

Setting & Atmosphere

The first thing that blew me away was the attention to detail in the setting. Since the game is based in Malaysia, there's even a *"broken English"* language option, which is so reminiscent of how we speak in Singapore and Malaysia, a delightful jumble of languages due to our multicultural region. Since the dialogue isn't voiced, I found myself reading it out loud naturally, and it felt so immersive and familiar.

The world itself is deeply rooted in local culture; whether it's eating at a mamak, attending a Hungry Ghost Festival banquet, or simply walking through family homes, every scene felt incredibly authentic.

Gameplay & Mechanics

Like most narrative-driven games, this one is dialogue-heavy with a few minigames scattered throughout. If you're expecting open-world exploration, this isn't that kind of game. However, the simple mechanics make it easy to navigate and enjoy without feeling overwhelmed.



The "satay" grilling mini-game



Spirituality & Culture

The story revolves around Ting, a young girl with the "third eye", a term in Chinese culture referring to the ability to see spirits. Growing up in a Taoist household, this felt very familiar to me. The game heavily incorporates traditional beliefs, rituals, and superstitions, making it one of the most culturally rich horror narratives I've played.

Unlike typical horror games set in Western environments, this one felt more personal and relatable. It also explores the stigma surrounding those who see ghosts, sometimes being perceived as a mental illness, a theme that added a compelling layer to the story.

Horror Elements

Despite being a horror game, it wasn't exactly terrifying. Instead, the ghost encounters felt more like story-driven moments rather than intense scares. Minigames to "escape" ghosts were simple yet engaging, designed more to drive the plot than create pure fear.



Sure, there were moments where my heart rate spiked; especially during sequences where you have to hide, but it's nothing compared to games like Phasmophobia, where you have to figure out where and how to hide. Here, the game provides clear prompts, making the experience tense but not frustrating.

Visuals & Art Style

The game's art direction is stunning. It's styled after paper effigies, commonly seen in Chinese culture during Qingming Festival or Hungry Ghost Festival. In Singapore and Malaysia, people burn these paper effigies which includes cars, luxury items, even money; as offerings for their ancestors. This unique papercraft aesthetic makes the game stand out, and I absolutely adored it.

Narrative & Storytelling

The writing is fantastic. From the very start, the game hooked me and my viewers, making three streams fly by in an instant. Without spoiling anything, the mystery, character development, and world-building were incredibly well done.

That said, the ending felt rushed. While a certain character's departure packed an emotional punch, I felt like a couple of important plot points could have been explored more before the conclusion.

Watch my Youtube VODS for my playthrough of Third Eye Open by scanning this QR code!

Munchi's Rating

REPLAYABILITY	★★★★★
GAMEPLAY	★★★★★
GRAPHICS	★★★★★
VALUE	★★★★★

Monster Hunter Wilds

a munchi review



Yes, I know. Two game reviews in one issue?! Listen, I'm obsessed with Wilds, and I just want to yap about it, okay?

Everyone and their grandma is playing Monster Hunter Wilds right now, and if you've checked Twitch, you've probably seen half your follow list streaming it. But hey, it's my newsletter, so I get to ramble.

If you're new to the series, this is the perfect entry point; it's fluid, intuitive, and packed with quality-of-life changes that make it the best Monster Hunter experience yet.

Graphics & World Design

Wilds is breathtaking.

Capcom has outdone themselves. Rolling dunes, lush forests, dynamic weather, everything feels alive. My favorite spot? Suja, a cozy Wyverian village that gives off cozy French vineyard vibes.

One of the coolest additions? Seamless weather transitions. One second, it's sunny, the next, a sandstorm rolls in, changing the battlefield. And yes, weather affects gameplay. I got struck by lightning once, and it was awesome.

The monsters? They move and react naturally, and their pack behavior makes hunts feel real.

Optimization & Performance

This is where things get iffy.

I thought it was just because my PC was not that great, but apparently it happened to a few other friends with high-end specs as well.

- Random FPS drops in large areas.
- Textures taking awhile to load
- Graphical stutters in multiplayer.

Capcom usually fixes these post-launch, so fingers crossed.

Storyline

I have to say it, yes, I'm just as annoyed by THAT one character as you are. But aside from that, the narrative in Monster Hunter Wilds is one of the best in the series.

The new handler? An instant fan-favorite. Unlike a certain infamous handler from World, she's actually competent, doesn't feel intrusive, and, best of all - she's a total badass. Whenever she delivers the line, "The guild authorizes you for this hunt," I nearly lose it. Peak. Cinema.



Now, I'm generally a fan of good narratives, but the real test? Mr. Tobias. If you know him, you know he's notorious for skipping every single cutscene in every game. But this time? He didn't skip a single one. If that's not a testament to how engaging the story is, I don't know what is.

Gameplay & Quality of Life Upgrades

Having played Monster Hunter World, Rise, and now Wilds, I can confidently say this game feels the smoothest yet. Capcom has introduced fantastic improvements that make hunts more fluid and immersive.

Gathering is now effortless. Instead of stopping to pick up materials manually, you can use the grappling hook mechanic to gather instantly. No more tedious animations slowing you down. On-the-go stat replenishment. You can now grill meat and restore stats anywhere, and meal effects persist across quests, reducing ingredient waste.

The Hunting Horn Feels Better Than Ever

I mostly play Hunting Horn, and let me just say, it's never felt this good.

In World, the Horn was clunky and slow, requiring strategic song management and delayed inputs. Buffing teammates felt tedious, and the animations made it hard to react quickly.

Now, in Wilds, it's faster, smoother, and incredibly intuitive:

- Song activation is quicker, with no sluggish animations.
- More aggressive combos make it a solid DPS weapon too. (No more chance for people to say that the horn is just a filthy support tool T_T)
- Dynamic playstyle keeps buffs flowing seamlessly.

If you've ever wanted to try the Hunting Horn, Wilds is the perfect time to start. It's fun AF.

Final Thoughts

If you're on the fence about trying Monster Hunter Wilds, just do it. Whether you're a franchise veteran or a first-time hunter, the game is easier to pick up, more satisfying to play, and packed with great improvements.

Now, if you'll excuse me, I have more monsters to bonk.

Munchi's Rating	
REPLAYABILITY	★★★★★
GAMEPLAY	★★★★★
GRAPHICS	★★★★★
VALUE	★★★★★

Campfire Sudoku

			2			6		8
			9	7			2	
2	7						5	
					1			
	8			9				4
			8	2				
		2				1		6
6	9		4			5		
			3	6	9	7		

Enjoy this month's activity and unwind with a fun Sudoku brain-teaser!

Feel free to share your answers (spoiler-tag them, please!) in the March monthly-activity receipts thread on my Discord server.