SWORDS & CIRCUITRY:
A DESIGNER'S GUIDE TO COMPUTER ROLE-PLAYING GAMES

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PRIMA TECH

Swords & Circuitry: A Designer's Guide to Computer Role Playing Games, Neal Hallford, Jana Hallford, Cengage Learning, 2001, 0761532994, 9780761532996, 514 pages. 'Swords & Circuitry - A Designer's Guide to Computer Role-Playing Games' takes the reader on a journey into the arcane world of game development, deciphering the mysteries of the role-playing audience, the history of RPGs, the technical definition of the genre, the roles of a game designer, the fundamentals of building good gameplay and interfaces, and last, but certainly not least, the art of professional worldbuilding. Featuring actual design document excerpts from the hit games Deus Ex, Fallout, Nox, and Stonekeep, it also presents in-depth interviews with top role-playing designers like John Cutter (Betrayal at Krondor), Chris Taylor (Dungeon Siege), Trent Oster (Neverwinter Nights), Sarah Stocker (Pools of Radiance II - The Ruins of Myth Drannor), Jon Van Caneghem (Might & Magic series), and Carly Staehlin (Ultima Online). Game industry artists Shawn Sharp, Jon Gwyn, Jim Wible, and Jeff Perryman also provide exciting and topical illustrations that evoke not only the look, but the feel, of the worlds that every role-playing designer strives to create. Co-written by a veteran marketeer and the designer behind role-playing bestsellers Betrayal at Krondor, Planet's Edge, and Dungeon Siege, Swords & Circuitry provides everything that a role-playing title must have to succeed!.

Hamlet on the Holodeck The Future of Narrative in Cyberspace, Janet Horowitz Murray, 1997, Literary Criticism, 324 pages. Explores effects of digital environments, multimedia interactivity, and computer technology on storytelling and narrative.

Fantasy Roleplaying Gamer's Bible , Sean Patrick Fannon, Brett Link, Aaron Acevedo, Victoria Cummings, Dec 1, 1999, , 258 pages. Fantasirollespil..

Strategy Games , Dave Morris, Leo Hartas, 2004, Computer games, 144 pages. .

Game Programming Golden Rules , Martin Brownlow, 2004, Computers, 318 pages. Accompanying CD-ROM contains ... "production-quality example programs referenced in the text, both binary and source form; a full distriution of the most current version of the ....

The Indie Game Development Survival Guide , David Michael, 2003, Business & Economics, 384 pages. Provides details on designing and developing a computer game, covering such topics as choosing a game concept, task identification, budgeting, working with a team, project ....

Andrew Rollings and Ernest Adams on Game Design , Andrew Rollings, Ernest Adams, 2003, Computers, 621 pages. The authors discuss the four main tasks of game design--imagining a game, defining how it works, describing its internal elements, and explaining it to others..

Open Game Table: the Anthology of Roleplaying Game Blogs, Volume 2 , Jonathan Jacobs, Aug 9, 2010, Games, 160 pages. Foreword by Justin Achilli. Through the combined efforts of over 70 authors, artists, editors, and fans of RPG blogs - Open Game Table is back! Inside you will find timeless ....

The Fantasy Role-Playing Game A New Performing Art, Daniel Mackay, Jan 1, 2001, Fantasy games, 201 pages. Performance is a major part of role-playing, and role-playing games as a performing art is the subject of this book, which attempts to introduce an appreciation for the ....

Dicing with Dragons An Introduction to Role-playing Games, Ian Livingstone, Jan 1, 1982, Fantasy games, 216 pages. .

Underdark Forgotten Realms Accessory, Bruce R. Cordell, Gwendolyn F.M. Kestrel, Jeff Quick, Oct 1, 2003, , 192 pages. This edition provides a detailed look at the lightless world under the surface of the Forgotten Realms campaign setting. This accessory provides a wealth of highly detailed ....

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