



Garwulfs Corner An Odyssey Into Diablo and the World Beyond the Video Game

By Robert B. Marks

Legacy Books Press. Paperback. Condition: New. 218 pages. Dimensions: 8.9in. x 6.0in. x 0.5in. At the dawn of the 21st Century, the video game industry experienced a period of wild creativity, fighting for recognition as an art form while making the transformation into a media juggernaut. And as it did, Garwulfs Corner was there, watching and commentating. One of the earliest, if not the first, video game issues columns on the Internet, Garwulfs Corner ran every two weeks from 2000 to 2002 on Diabloii.net. Written by Robert B. Marks, author of Diablo: Demonsbane and The EverQuest Companion, it explored everything up to and including Diablo, the birth of artificial intelligence, hackers, literature and movies, and the video games struggle for legitimacy. Collected here for the first time in print - with new introductions and updates - are all 52 installments of Garwulfs Corner, along with the three columns written years later for the unpublished Blurred Edge Magazine, the holiday issue that never was, and the authors final word (so far) on Diablo III and Diablo in general. Insightful, controversial, witty, and thought-provoking, Garwulfs Corner is a journey into the world of video games that is still relevant today. This item...



READ ONLINE
[5.5 MB]

Reviews

Without doubt, this is the best job by any writer. It is amongst the most incredible ebook i have got study. You may like how the author write this publication.

-- **Dr. Brendon Kautzer II**

This ebook is great. It can be rally intriguing throug studying time period. Your lifestyle period is going to be convert as soon as you full looking over this ebook.

-- **Stanton Connelly**