Simulating War is essential reading for all recreational or professional simulation gamers, and for anyone who is interested in the practice of conflict simulation as a topic in its own right, based on his thirty years of experience in designing and teaching hundreds of game developers and members of the industry about what it means to design video games. He also strives to raise awareness about the importance of studying game design by giving lectures and presentations. His first book was 20 Essential Games to Study. He continues to work on the Game Design Deep Dive series.

The Essential Guide to Game Audio

Steve Horowitz 2014-03-05 The Essential Guide to Game Audio: The Theory and Practice of Sound for Games is a first of its kind textbook and must-have reference guide for everyone you ever wanted to know about sound for game audio. This book provides a basic overview of game audio, how it has developed over time, and how you can make a career in this industry. Each chapter gives you the background and context you will need to understand the unique workflow associated with interactive media. The practical, easy to understand interactive examples provide hands-on experience applying the concepts in real world situations.

The Monsters Know What They’re Doing

Matt Fox 2012-12-01 The Video Games Guide is the world's most comprehensive reference book on computer and video games. Presented in an A to Z format, this greatly expanded new edition spans fifty years of gaming history—from the very earliest (1962's Spacewar) through the present day releases on the PlayStation 3, Xbox 360, Wii and PC. Each game entry includes the year of release, the hardware it was released on, the name of the developer/publisher, a one to five star quality rating, and a descriptive review which offers fascinating nuggets of trivia, historical notes, cross-referencing with other titles, information on each game's sequels and of course the author's views and insights into the game. In addition to the main entries and reviews, a full-color gallery provides a visual timeline of gaming through the decades, and several appendices help to place nearly 3,000 games in context. Appendices include: a chronology of gaming software and hardware, a list of game designers showing their main titles, a list of key developers and pioneers, a list of game companies showing their main titles, a list of industry pioneers and influencers, a list of video game terms, a list of gaming awards, and a historical timeline of gaming. The Monsters Know What They’re Doing comes with a companion web site where you can access the text, links to online articles, videos, and events, and updates on new releases and releases.

Sid Meier's Notebook

Sid Meier 2020-07-08 The life and career of the legendary developer is celebrated as the "godfather of computer gaming" and creator of Civilization, featuring his rules of good game design. "Sid Meier's Notebook" captures his insights and advice on how to build compelling games. Sid Meier has produced some of the world's most popular video games, including Sid Meier's Civilization, which has sold more than 5 million units worldwide and accumulated more than one billion hours of play. Sid Meier's Notebook is the story of an obsessive young computer enthusiast who helped launch a multimillion-dollar industry. Writing with warmth and ironic humor, Meier describes the genesis of his influential studio, MicroProse, founded in 1982 after a trip to a Las Vegas arcade, and recounts the development of landmark games, from vintage classics like Pirates! and Railroad Tycoon to Civilization and beyond. Articulating his philosophy that a video game should be "a series of interesting decisions," Meier also shares his perspectives on the history of the industry, the psychology of gaming, and fascinating insights into the creative process, including his rules of good game design. 

Everyday Brain: How to Remember Better, Think Faster, and Level-Up Your Mental Performance

Jim Kwik 2017-08-08 This international bestseller by the #1 brain coach in the world has helped millions of people every day. Start improving your memory, your IQ, your focus, your creativity, and much more. Everyday Brain will show you how to train your brain, from the ground up, to function like the brain of an alpha athlete, CEO, business leader, high-level student, or anyone who wants to fit more into less time. Everyday Brain is divided into three parts. Part 1 teaches you the most powerful. 

The Monsters Know What They’re Doing

Keith Ammann 2019-10-29 From the creator of the popular blog The Monster's Know What They're Doing comes a compilation of villainous battle plans for Dungeon Masters. In the course of a Dungeons & Dragons game, a Dungeon Master has to make one decision after another in response to player behavior—and the better the players, the more unpredictable their behavior! It's easy for even an experienced DM to get bogged down in the "spot decision"-making or to let combat devolve into a boring slugfest, with enemies running directly at the player characters and bitting, bashing, and slashing away. In The Monsters Know What They’re Doing, Keith Ammann lays the groundwork for helping you understand your monsters’ abilities and develop battle plans before the first combat encounter. Just as a good DM should have a plan and just be flexible, the first time when they’re already under fire, a DM shouldn’t wait until the PCs have just encountered a dozen bullywugs to figure out how they advance, fight, and retreat. Easy to read and apply, The Monsters Know What They’re Doing is essential reading for every DM.

The Video Games Guide

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Wanderhome Jay Dragon 2021-06: Wanderhome is a pastoral fantasy role-playing game about traveling animal-folk, the world they inhabit, and the way the seasons change. It is a game filled with grassy fields, mossy shines, heroes of chunky bumblebees, opossums in sundresses, salamanders with suspenders, starry night skies, and the most beautiful sunsets you can imagine.

X-Com Apocalypse David Ellis 1997: X-Com Apocalypse is set in the year 2084. Earth civilization has been gripped by overpopulation and pollution, and people have moved into self-contained "Utopian" cities such as Megalopolis. Soon, society begins to unravel, and, of course, aliens are at the root of the problem. And with this strategy guide players can more easily root out the problem and annihilate it.

Microtines 1994-09: XCOM 2 Rick Barba 2017-12-12: Continue the fight against an imposing alien force with this original novel based on the hit video game XCOM 2. Under constant threat by the alien invasion, humanity's fate is in the hands of the last remaining military resistance: XCOM. The elite unit is the only hope for the people of Earth. The novel follows XCOM as they continue to fight for freedom, retribution, and survival. Fans of XCOM 2: Resurrection will enjoy this exciting addition to the XCOM story and its use of elements of the popular game. The Last of Us. Michael Owen 2013: This book offers instructions on a computer game of combat and survival using illustrations and maps of various scenes. The weapons being used are presented.

XCOM Terror from the Deep David Ellis 1995: What you learned playing X-COM UFO Defense will get you nowhere. A completely new strain of alien menace is bubbling up from the deep and your weapons are useless against them. X-COM specialist David Ellis divulges insider information on all the new aliens, their submarines and undersea bases, all three new hand-to-hand weapons, and combat strategies that hold up even under skull-crushing depths.

XCOM 2 Strategy Guide Davison Deonta 2021-09-06: XCOM 2 is a turn-based tactics video game released in 2016. It is the sequel to XCOM: Enemy Unknown, which was rebooted in 2012, and it takes place 20 years after the events of Enemy Unknown. XCOM, a military organization tasked with repelling an extraterrestrial invasion, has lost the war and is currently fighting for the re-conquest of Earth as well as the existence of the human race. The player controls a squad of soldiers to fight against enemy units and develop a strategy to ensure human survival. This "Official Strategy Guide" contains charts, tables, maps, and illustrations exposing every detail of the alien threat. In a special section, the game's designers and programmers reveal the game's deepest secrets.

XCOM Interceptor David Ellis 1998: Combining the classic style of the original X-COM with a Wing Commander-style space simulation, Interceptor takes the series to the next level—fighting the Sectoids in outer space. Complete mission briefing and maps are featured in this guide, which was written by the lead designer of the game.

XCOM 2 Game Guide and Strategy Guide Notebook Cunt GRILL 2021-04-13: This notebook is a wonderful, multi-purpose journal for sketching, jotting down thoughts, and writing notes as a Handbook—The notebook is durable to withstand any adventure. Check out the specifications for more information. If you would like to see a sample of the notebook, check out the "Look Inside" feature. Specifications: 120 pages with layout: Dot Grid - 5 mm spaced dots - Dimensions: 6" x 9".

Why We Love The Matrix Kim Taylor Foster 2021-04-06: Rediscover all the reasons you love The Matrix with this unique guide to the cult '90s sci-fi classic. Filled with trivia, essays, and behind-the-scenes stories, this guide will delight film and sci-fi fans alike.

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