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Dungeon Hacks: How NetHack, Angband, and Other Roguelikes Changed the Course of Video Games

David L Craddock

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#613000 in Books Ingramcontent 2015-08-05Original language:EnglishPDF # 1 9.00 x .56 x 6.001, .72 #File Name: 069250186X246 pagesDungeon Hacks How Nethack Angband and Other Roguelikes Changed the Course of Video Games | File size: 42.Mb

David L Craddock : Dungeon Hacks: How NetHack, Angband, and Other Roguelikes Changed the Course of Video Games before purchasing it in order to gage whether or not it would be worth my time, and all praised Dungeon Hacks: How NetHack, Angband, and Other Roguelikes Changed the Course of Video Games:

6 of 6 people found the following review helpful. Fascinating Look at Gaming History By Jefferson J. Thacker My interest in Roguelikes varies, but I've always appreciated the genre and what it has contributed to computer gaming. However, reading the history of the genre has been fascinating, especially as it mirrors the progression of Table-Top RPGs, such as Dungeons Dragons, because that is really where my passion lies. The research that has been done on this book is top. I've since tried to find out even more information from many of the topics covered only to find that David Craddock's work stands alone, as most of it had not been documented until this point. I can only imagine the interviews conducted to write this book. I had to take points off due to some concerns with the organization of the book. I'm reading the digital version, so the 'Side-Quests' are annoying to flip to and from. I would rather this sort of info had been integrated into the chapters or at the ends of them. (I've heard that they appear at the end of the chapters in the printed version, which seems appropriate.) 12 of 13 people found the following review helpful. I didn't have another experience like this for many years By Brock Jones I consider myself a very informed games enthusiast. My taste in games may fluctuate over time but my appetite for gaming history has always remained a constant. My first experience with a truly eye-opening gaming history book came in the form of David Sheff's Game Over. Unfortunately, I didn't have another experience like this for many years; where the reader felt so close to the source. Jacked by David Kushner came close to the same style but this time the source material just didn't seem quite as interesting to me. Then along came Console Wars by Blake Harris, which once again offered up an intimate look at arguably one of the most exciting times in console history. This brings me to Dungeon H@cks, which I am comparing to what I consider to be the greatest books about gaming history. Not because I feel that it has such a broad appeal. Quite the contrary. What I feel Dungeon H@cks brings to the table is the same kind of storytelling as the aforementioned books. You feel more of an involvement instead of this general sense of this action was taken and this is the outcome. This is precisely why I usually don't enjoy entire histories of the games industry. It's more like reading an actual history book; there is little if any enjoyment to be had, only hard facts. When the author can take you into the minds of the men and women making decisions that brought us to where we are today, that is what excites me! I have to thank the publisher for offering up the first two chapters for free. I was hooked by the end of the preview and I don't even enjoy rouge-like as a genre of gaming. It was just the style of writing and the way the story was presented that got me. I feel like the previous reviewer hit the book rather negatively over what I see as arbitrary things. Granted, I did purchase the Kindle edition so I can understand their dismay at the price differential. I discovered the book through USGamer.net, which explains how someone like me discovered a book such as this. I really enjoyed Dungeon H@cks! If a story of how some burgeoning programmers pioneered a new genre of gaming largely based off working within the technical limitations of the hardware at that time sounds interesting to you; you're in for a real treat. 2 of 2 people found the following review helpful. Excellent overview of the largely-unknown history of Rogue, Hack, Moria, Angband, etc - and the personalities that led to it. By Randell Jesup Excellent overview of the largely-unknown history of Rogue, Hack, Moria, Angband, etc - and the personalities that led to it. The author tracked down the people who created all these, and included a lot of details of how these happened, and the environment which led them to do what they did. It includes much of the more recent history, but focuses primarily on the "original" character-based roguelikes and how they've evolved, not modern graphical games within the same general genre (of which you can find many on Steam and elsewhere). A few get shorter coverage (like Larn), perhaps due to less access to the creators. I'd hacked on Nethack and others, and played Rogue, Hack, Nethack, Moria, Larn (and before that Zork/Adventure/etc on minicomputers/mainframes). I worked on porting Nethack to the Amiga 1000 with a bunch of people from SAS Institute (it was too big to fit in a 512K Amiga, quite). Never really got into Angband - lack of time. Most of this history is totally new to me, and quite interesting. One thing the author missed, apparently, is that there's a yearly Nethack tournament on the internet at nethack.devnull.net, beginning on midnight on Halloween each year (and it also provides a shared location for playing nethack, with leaderboards and shared 'bones' files). This is the oldest continuously-running game tournament on the Internet, apparently.

In 1980, computers were instruments of science and mathematics, military secrets and academia. Stern administrators lorded over sterile university laboratories and stressed one point to the wide-eyed students privileged enough to set foot within them: Computers were not toys. Defying authority, hackers seized control of monolithic mainframes to create a new breed of computer game: the roguelike, cryptic and tough-as-nails adventures drawn from text-based symbols instead of state-of-the-art 3D graphics. Despite their visual simplicity, roguelike games captivate thousands of players around the world. From the author of the bestselling Stay Awhile and Listen series, Dungeon Hacks introduces you to the visionaries behind some of the most popular roguelikes of all time, and shows how their creations paved the way for the blockbuster video games of today and beyond.

Classic roguelike games may seem like yesterday's news, but they inspire game designers the world over to this day. Dungeon Hacks tells their story in compelling fashion and explains what they still have to teach us. --Warren Spector, director of Deus Ex and Disney's Epic Mickey Dungeon Hacks is great stuff, and we're lucky to have someone with such an eye for detail and the nuts and bolts of development to put it down on paper for us while there's still time. --

Travis Baldree, co-designer of Torchlight 1-2, lead designer of Fate