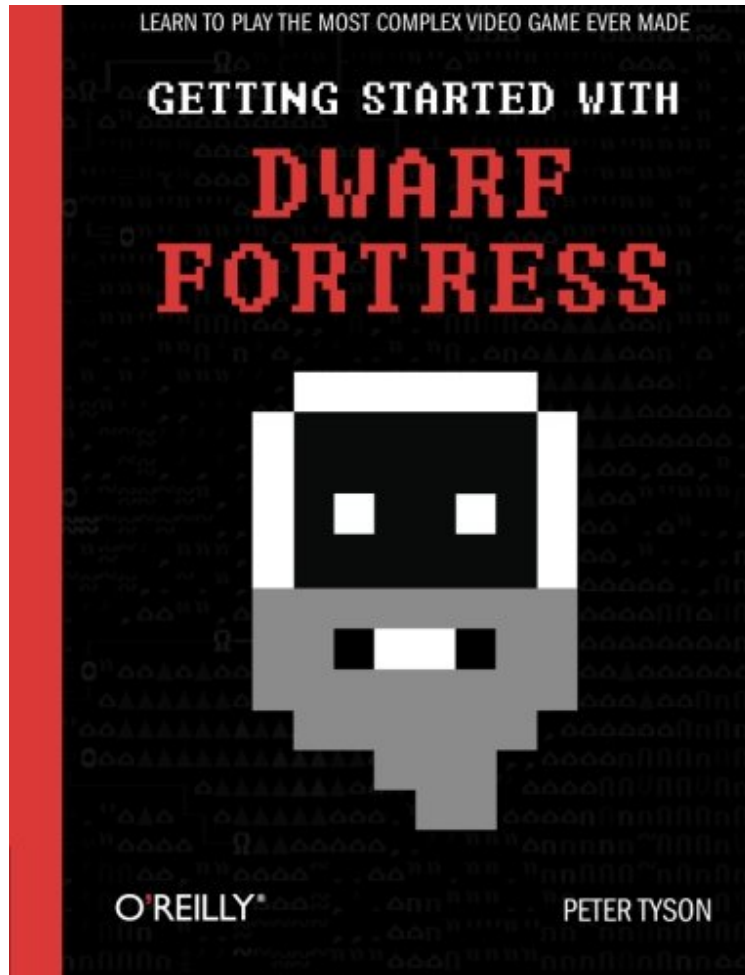


(Ebook pdf) Getting Started with Dwarf Fortress: Learn to play the most complex video game ever made

Getting Started with Dwarf Fortress: Learn to play the most complex video game ever made

Peter Tyson

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Peter Tyson : Getting Started with Dwarf Fortress: Learn to play the most complex video game ever made before purchasing it in order to gauge whether or not it would be worth my time, and all praised Getting Started with Dwarf Fortress: Learn to play the most complex video game ever made:

5 of 5 people found the following review helpful. Confused on how to play DF? Get this book! By Matt Barker Why did I get this guide? Several months back I was reading articles on DF on how epic this game was. The graphics are lacking and I heard the learning curve is very steep, but I thought I would give it a try. Downloaded the game and 5 minutes later uninstalled it. Way too confusing to get a game started and then had no idea what I was doing. I watched several YouTube videos, but none of them came nearly as close to helping me get started with DF as this book has. I decided not to give up and looked for good starter guides on DF. Thankfully I spotted an ad on one of the articles I

was reading about DF that took me to this book. (Ironic I hate ads but they led me to this book) So I went ahead and purchased this book and two days later I was playing DF and actually could understand what was happening, what stuff meant, and the basics of creating your group of 7 dwarves, picking a place to start your fortress, and actually starting to create your fortress. This book does not tell you everything about DF. It simply does a great job of getting you started with DF. I owe my many hours (don't want to say how many) on DF to this book. This is truly a great game and this book is an excellent place to start if you want to start playing DF. The book now is on my coffee table and always a great conversation piece with my friends. 3 of 3 people found the following review helpful. Funny and helpful... By Michael Valdivielso Dwarf Fortress is known as one of the most complex, detailed, confusing, interesting, painful, funny, amazing, awesome, hardest-game-to-learn computer game to exist. Which may make it the hardest game EVER. The amount of enjoyment one gets from playing a long game is a great reward ONCE you figure out HOW to play it. This book takes you step-by-step through the process of starting a game, explains the basics of Dwarf management and Fortress design, and also gets into the finer details about how to set up the many industries, how the military works, and the steps needed to help run things smoothly. Do you need to read it from cover to cover? No, if you have played the game and are just looking for hints and tips, you can just go to the chapter you need. It also has a very useful appendix in the back of the book that allows you, at a glance, to see how things work - what workshop does what, what ore produces what metal, what you need to do this and that. And then there is the wonderful images by Tim Denne that help explain many of the points hit on in the chapters while showing us the rich and detailed history of the game, Dwarf Fortress, and its many famous characters. While the fact the game is always being developed may make this book outdated soon, 90% of the information and tactics inside will likely never become outdated. Remember, this book is on the Dwarf Mode of the game. The Adventurer Mode is not explained inside this book - that is a whole different kettle of fish. Once you are comfortable with the game you can do almost anything. Grand engineering projects, above ground apartment buildings, underground zoos, massive greenhouses, grand dining halls, redirecting rivers to make pretty water falls, and even Dwarf breeding programs! Yes, people are carrying out eugenic programs on their Dwarfs. Some players have done so well that there are Fortresses out there that are hundreds of game years old. And remember, in the end, Losing is FUN! 10 of 0 people found the following review helpful. I later found more stories of incredible fun had in the game. By Melanie Popesco I tried to learn how to play Dwarf Fortress about a year ago, but even with the help of tutorials on YouTube and the wiki, it seemed impossible. I later found more stories of incredible fun had in the game, and felt like I wanted to try again. When I tried to find a way to learn to play, everything I found pointed me here. Anything a beginner would need to know is clearly explained, from where and with what skills to embark and why, to creating and maintaining adequate food production, to battling goblins and other creatures with a well-trained army. The book also gives suggestions for modifications that are readily available for the game to make things easier, all of which are supported by the DF community. If someone were to ask me how to play Dwarf Fortress, I would truly feel bad if I didn't recommend this book.

Dwarf Fortress may be the most complex video game ever made, but all that detail makes for fascinating game play, as various elements collide in interesting and challenging ways. The trick is getting started. In this guide, Fortress geek Peter Tyson takes you through the basics of this menacing realm, and helps you overcome the formidable learning curve. The book's focus is the game's simulation mode, in which you're tasked with building a dwarf city. Once you learn how to establish and maintain your very first fortress, you can consult the more advanced chapters on resource management and training a dwarf military. You'll soon have stories to share from your interactions with the Dwarf Fortress universe. Create your own world, then locate a site for an underground fortress. Equip your party of dwarves and have them build workshops and rooms. Produce a healthy food supply so your dwarves won't starve (or go insane). Retain control over a fortress and dozens of dwarves, their children, and their pets. Expand your fortress with fortifications, stairs, bridges, and subterranean halls. Construct fantastic traps, machines, and weapons of mass destruction.

From the Author "Getting Started with Dwarf Fortress" is current to the April 2012 releases of Dwarf Fortress. It's full of art, and I'm told, humor and good guidance. I hope you enjoy it! About the Author Peter Tyson created the AfterActionReporter blog in February 2009 for reporting on, listing and writing great after action reports (game reviews through storytelling). He created the online resource "The Complete and Utter Newbie Tutorial for Dwarf Fortress." Tim Denee is an illustrator from Wellington New Zealand.