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# Hardcoregaming101.net Presents: The Guide to Classic Graphic Adventures

*Kurt Kalata*

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**Kurt Kalata : Hardcoregaming101.net Presents: The Guide to Classic Graphic Adventures** before purchasing it in order to gage whether or not it would be worth my time, and all praised Hardcoregaming101.net Presents: The Guide to Classic Graphic Adventures:

1 of 1 people found the following review helpful. The Most Comprehensive Graphic Adventure Guide Currently in ExistenceBy MasterKefkaThis is an amazing book. In terms of content, it's ridiculously comprehensive and gives the basic background information of every game (developer, platform, etc.) as well as a very in-depth review. The reviews themselves are fantastic as they cover the game from a variety of perspectives: how the game relates to its series (if

applicable) as a whole, how the game relates to others in the genre, how the game holds up today, etc. There are occasional screenshots as well, with captions. The reviews never give numerical ratings, which is a plus for me because they can often be misleading. I really appreciate the coverage of entire series, and games that are technically not graphic adventures are often included for the sake of completeness. The whole thing is organized by publisher, starting with the bigger ones and giving a brief overview of each company before moving into the games themselves. There are also some interviews, which are really informative. On the whole the book is really well put together. There have been a few complaints that pop up in various reviews of this book, some of which I don't think are really fair. The book does go more in depth with some games than others, certainly, but the major points are nonetheless covered, and the information is always valuable. The book also tries to be objective (and is clear from context what is objective and what is not), and while at some points I may not agree with a particular part of a review (this is to be expected), I have yet to find a review that could be called unfair or nitpicky as a whole. Also the book seldom puts down a game without clearly listing what the issues were. Another unfair complaint is the black-and-white pictures instead of color, which is, ironically, actually explained on HardcoreGaming101 itself: apparently the publisher would have required them to split the book into two parts and cost them over double. While I would certainly have preferred big, high-res color pictures, in the real world this is a niche book that will likely never turn much of a profit, despite how informative and comprehensive it is. All that being said, there is one legitimate issue: the proofreading. There are a number of textual and grammatical errors throughout the book, though they aren't as severe as some reviews have made out. The errors aren't every other page, but they do turn up every so often. I didn't notice any real issues with tone or cohesiveness, though some of the book's reviews are certainly better than others. On the whole it was easy to read and understand, and it never really did anything to turn me off. So while the book isn't perfect and could have used the careful attention of a professional proofreader and editor, it has no major issues and works hard to be comprehensive and fair. In short I love it, consider it one of the best classic gaming books I've ever read, and would recommend it to anyone interested in the genre.

0 of 0 people found the following review helpful. Ton of information but a dry read. By Berliner95Man is this book huge! It is packed full of information and covers an unbelievable number of games, my only problem is that it is a dry read. Trying to get through it reminds me of reading text books in high school. Nothing wrong with that but having bought some of the other books from Hardcore Gaming, I expected it to be formatted in the same layout. Still a great read, and I highly recommend it if you are interested in classic Graphic Adventures. I just treat it as a reference book and when ever I get bored open it up randomly and start reading.

0 of 0 people found the following review helpful. I love this book By JVV This is a large and in depth guide to adventure games. I hope more books about PC gaming are written in the future.

In 1984, Roberta Williams of Sierra On-Line designed King's Quest, the world's first graphic adventure. A huge step beyond the text-oriented games that preceded it, the genre took the world by storm, and proved immensely popular with computers over the next decade. A combination of storytelling and puzzle solving, they provided the ability to explore a world and experience a narrative without the need for twitchy reflexes demanded of arcade games. This nearly comprehensive book includes reviews for over 250 games from the golden age of the graphic adventure genre, running from 1984 to roughly 2000, focusing on prominent publishers such as: -LucasArts (Maniac Mansion, Monkey Island, Sam Max, Grim Fandango) -Sierra On-Line (King's Quest, Space Quest, Leisure Suit Larry, Gabriel Knight) -Legend (Spellcasting, Eric the Unready, Callahan's Crosstime Saloon) -And several other popular and not-so-popular series and games (Zork, Myst, Broken Sword, The Longest Journey, Simon the Sorcerer, The Last Express, and dozens of others) -Also includes interviews with several adventure game developers, including Al Lowe (creator of Leisure Suit Larry), Corey Cole (creator of Quest for Glory), Bob Bates (founder of Legend Entertainment) and Josh Mandel (writer and designer for Sierra).