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Tytuł artykułu

THE CRPG BOOK: A GUIDE TO COMPUTER ROLE-PLAYING GAMES

Autorzy

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Treść / Zawartość

Pełne teksty:

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Warianty tytułu

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Abstrakty

EN

There have been a lot of books about games history written so far. Some better than others, but none with such an interesting and moving story behind its creation as CRPG Book: A Guide to Computer Role-Playing Games. It all started in 2014 when Felipe Peppe (@felipepepe), a Brazilian emigrant, currently living in Japan, published a list of the 70 best RPG games on the RPG Codex forum. It was received so well within the community that he decided to further enrich this list of games with short descriptions which he managed to put together with help of the forum members. And so he did. It took him far more time than he expected but the result is amazing and available for free to download for anyone under the Creative Commons Attribution – NonCommercial License.

Słowa kluczowe

Wydawca

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A Quest for Nostalgia! The CRPG Book: A Guide to Computer Role-Playing Games. Get it here: <http://bit.ly/crpgbook> by [@bitmap_books](https://twitter.com/bitmap_books) pic.twitter.com/bzSJ9cmNMZ. 12:26 PM - 2 Feb 2019. 11 Retweets. Throughout my youth I've always been an RPG gamer, I used to love playing games such as Dungeon Master, Lands of Lore, Albion or even the later style of Fallout, Baldurs Gate and Dark Messiah. Especially when I get to read a grand story of the adventures ahead, while choosing my own legendary hero to battle demon like foes and the hunt for lost treasures. There's just so many RPG's I've played. Original URL: <https://www.indieretronews.com/2019/01/the-crpg-book-guide-to-computer-role.html>. Indie Retro NewsDungeon Crawlers dungeon master GAMES GAMING lands of lore Retro Gaming Retrogaming RPG Th... About the book Spread over more than 500 pages, CRPG Book: A Guide to Computer Role-Playing Games reviews over 400 seminal games from 1975 to 2015, covering the role-playing classics we all know and love such as Ultima, Wizardry, Fallout and Mass Effect – all brought to life with vibrant and engaging in-game images. Each entry also shares articles on the genre, mod suggestions and hints on how to run the games on modern hardware. The book is completely by written by fans, AAA developers, indies, journalists, modders and industry personalities such as Chris Avellone, Ian Frazier, Scorpia, Ferhe