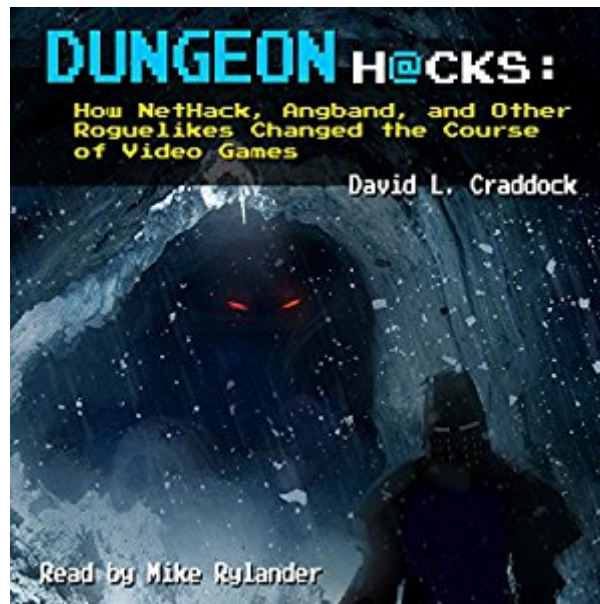


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# Dungeon Hacks: How NetHack, Angband, And Other Roguelikes Changed The Course Of Video Games



## Synopsis

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 3-D graphics. Despite their visual simplicity, roguelike games captivate thousands of players around the world. From the author of the best-selling 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.

## Book Information

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## Customer Reviews

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 Hacks*, 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 Hacks* 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 role-likes 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.

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