

## Masters Of Doom How Two Guys Created An Empire And Transformed Pop Culture

When a meteorite lands in Surrey, the locals don't know what to make of it. But as Martians emerge and begin killing bystanders, it quickly becomes clear—England is under attack. Armed soldiers converge on the scene to ward off the invaders, but meanwhile, more Martian cylinders land on Earth, bringing reinforcements. As war breaks out across England, the locals must fight for their lives, but life on Earth will never be the same. This is an unabridged version of one of the first fictional accounts of extraterrestrial invasion. H. G. Wells's military science fiction novel was first published in book form in 1898, and is considered a classic of English literature.

Long-listed for the 2014 National Book Award in fiction Winner of the 2015 Alex Award for adult books with special appeal for young adults Beautifully written and unexpectedly moving, John Darnielle's audacious and gripping debut novel *Wolf in White Van* is a marvel of storytelling brio and genuine literary delicacy. Welcome to *Trace Italian*, a game of strategy and survival! You may now make your first move. Isolated by a disfiguring injury since the age of seventeen, Sean Phillips crafts imaginary worlds for strangers to play in. From his small apartment in southern California, he orchestrates fantastic adventures where possibilities, both dark and bright, open in the boundaries between the real and the imagined. As the creator of *Trace Italian*—a text-based, role-playing game played through the mail—Sean guides players from around the world through his intricately imagined terrain, which they navigate and explore, turn by turn, seeking sanctuary in a ravaged, savage future America. Lance and Carrie are high school students from Florida, explorers of the *Trace*. But when they take their play into the real world, disaster strikes, and Sean is called to account for it. In the process, he is pulled back through time, tunneling toward the moment of his own self-inflicted departure from the world in which most people live. Brilliantly constructed, *Wolf in White Van* unfolds in reverse until we arrive at both the beginning and the climax: the event that has shaped so much of Sean's life.

It was early 1993 and id Software was at the top of the PC gaming industry. *Wolfenstein 3D* had established the First Person Shooter genre and sales of its sequel *Spear of Destiny* were skyrocketing. The technology and tools id had taken years to develop were no match for their many competitors. It would have been easy for id to coast on their success, but instead they made the audacious decision to throw away everything they had built and start from scratch. *Game Engine Black Book: Doom* is the story of how they did it. This is a book about history and engineering. Don't expect much prose (the author's English has improved since the first book but is still broken). Instead you will find inside extensive descriptions and drawings to better understand all the challenges id Software had to overcome. From the hardware -- the Intel 486 CPU, the Motorola 68040 CPU, and the NeXT workstations -- to the game engine's revolutionary design, open up to learn how *DOOM* changed the gaming industry and became a legend among video games.

If you think a gang of real-life geeks can't take on the world and win big . . . think again. And whatever you do, don't sit down across a gaming table from Jon Finkel, better known as Jonny Magic. Jonny Magic and the Card Shark Kids is his amazing true story: the jaw-dropping, zero-to-hero chronicle of a fat, friendless boy from New Jersey who found his edge in a game of cards — and turned it into a fortune. The ultimate bully-magnet, Finkel grew up heckled and hazed until destiny came in the form of a trading-card game called *Magic: The Gathering*. *Magic* exploded from nerdy obsession to mainstream mania and made the teenage Finkel an ultracool world champion. Once transformed, this young shark stormed poker rooms from the underground clubs of New York City to the high-stakes tables online, until he landed on the largest card-counting blackjack team in the country. Taking Vegas for millions, Finkel's squad of brainy gamers became the biggest players in town. Then they took on the town's biggest game, the World Series of Poker, and walked away with more than \$3.5 million. Thrilling, edgy, and ferociously feel-good, the odyssey of these underdogs-turned-overlords is the stuff of pop-culture legend. And David Kushner, acclaimed author of *Masters of Doom*, masterfully deals out the outrageous details while bringing to life a cast of characters rife with aces, kings, knaves . . . and more than a few jokers. If you secretly believe every player has his day, you're right. Here's the proof.

DOOM METAL LEXICANUM.

How Two Guys Created And Empire And Transformed Pop Culture

Knee-Deep in the Dead

A Mind Forever Voyaging

Quake and the Golden Age of First-Person Shooters

The New Climate War

How Two Guys Created an Empire and Transformed Pop Culture

From award-winning journalist David Kushner, a regular contributor to *Rolling Stone*, *The New Yorker*, and *Vanity Fair*, *Alligator Candy* is “a raw story about courage, survival, and most certainly about love” (*Tampa Bay Times*). David Kushner grew up in the suburbs of Florida in the early 1970s, running wild with his friends, exploring, riding bikes, and disappearing into the nearby woods for hours at a time. One morning in 1973, however, everything changed when David's older brother Jon took a short bike trip to the local convenience store. He never returned. *Alligator Candy* is the story of Jon's murder at the hands of two sadistic drifters, and everything that happened after. Jon's death was one of the first in what turned out to be a rash of child abductions and murders that dominated headlines for much of the 1970s and 80s. It was around this the time that milk cartons began to feature the images of missing children, and newscasters began asking, “It's 10:00, do you know where you children are?” *Alligator Candy* chronicles Jon's story, but also tells how parenting in America has changed, casting light on the transition between two generations of children—one raised on freedom, the other on fear. “Parents today can understand the love, hope, and fear Kushner so eloquently describes in this account of one family's transcendent courage in the face of crushing pain” (Bookpage, “Top Ten Book of the Month”). *Alligator Candy* is a disturbing, insightful, and inspiring meditation on grief, growth, and what childhood has become: “not only a memorial to a brother tragically deprived of his right to live; but also a meditation on the courage necessary to live freely in a world riven by pain, suffering, and evil” (*Kirkus Reviews*).

From the New York Times bestselling author of *The Gatekeepers*, an “engaging...richly textured” (*The New York Times*), behind-the-scenes look at what it's like to run the world's most powerful intelligence agency. “The best book about the CIA I've ever read...one hell of a story” (Christopher Buckley). With unprecedented access to more than a dozen individuals who have made the life-and-death decisions that come with running the world's most powerful and influential intelligence service, Chris Whipple tells the story of an agency that answers to the United

States president alone, but whose activities—spying, espionage, and covert action—take place on every continent. At pivotal moments, the CIA acts as a counterforce against rogue presidents, starting in the mid-seventies with DCI Richard Helms's refusal to conceal Richard Nixon's criminality and through the Trump presidency when a CIA whistleblower ignited impeachment proceedings and armed insurrectionists assaulted the US Capitol. Since its inception in 1947, the Central Intelligence Agency has been a powerful player on the world stage, operating largely in the shadows to protect American interests. For *The Spymasters*, Whipple conducted extensive, exclusive interviews with nearly every living CIA director, pulling back the curtain on the world's elite spy agencies and showing how the CIA partners—or clashes—with counterparts in Britain, France, Germany, Israel, Jordan, Saudi Arabia, and Russia. Topics covered in the book include attempts by presidents to use the agency for their own ends; simmering problems in the Middle East and Asia; rogue nuclear threats; and cyberwarfare. A revelatory, well-researched history, *The Spymasters* recounts seven decades of CIA activity and elicits predictions about the issues—and threats—that will engage the attention of future operatives and analysts. Including eye-opening interviews with George Tenet, John Brennan, Leon Panetta, and David Petraeus, as well as those who've recently departed the agency, this is a timely, essential, and important contribution to current events.

From the best-selling coauthor of *The Disaster Artist* and "one of America's best and most interesting writers" (Stephen King), a new collection of stories that range from laugh-out-loud funny to disturbingly dark—unflinching portraits of women and men struggling to bridge the gap between art and life. A young and ingratiating assistant to a movie star makes a blunder that puts his boss and a major studio at grave risk. A long-married couple hires an escort for a threesome in order to rejuvenate their relationship. An assistant at a prestigious literary journal reconnects with a middle school frenemy and finds that his carefully constructed world of refinement cannot protect him from his past. A Bush administration lawyer wakes up on an abandoned airplane, trapped in a nightmare of his own making. In these and other stories, Tom Bissell vividly renders the complex worlds of characters on the brink of artistic and personal crises—writers, video-game developers, actors, and other creative types who see things slightly differently from the rest of us. With its surreal, poignant, and sometimes squirm-inducing stories, *Creative Types* is a brilliant new offering from one of the most versatile and talented writers working in America today.

Highlights the new features of Doom, such as new characters, weapons, and locations, and includes a technical chapter on the new engine of Doom as well as a discussion of what players can create using the level editor. Original. (All users)

The Art of Game Design

How the CIA Directors Shape History and the Future

Samsung Rising

The Fight to Take Back Our Planet

The Story of how Many Thousands of Men and Women Have Recovered from Alcoholism and Other Stories

Towers of Midnight

The life and career of the legendary developer celebrated as the "godfather of computer gaming" and creator of *Civilization*, featuring his rules of good game design. "Sid Meier is a foundation of what gaming is for me today." – Phil Spencer, head of Xbox Over his four-decade career, Sid Meier has produced some of the world's most popular video games, including Sid Meier's *Civilization*, which has sold more than 51 million units worldwide and accumulated more than one billion hours of play. *Sid Meier's Memoir!* is the story of an obsessive young computer enthusiast who helped launch a multibillion-dollar industry. Writing with warmth and ironic humor, Meier describes the genesis of his influential studio, MicroProse, founded in 1982 after a trip to a Las Vegas arcade, and recounts the development of landmark games, from vintage classics like *Pirates!* and *Railroad Tycoon*, to *Civilization* and beyond. Articulating his philosophy that a video game should be "a series of interesting decisions," Meier also shares his perspective on the history of the industry, the psychology of gamers, and fascinating insights into the creative process, including his rules of good game design.

In 1992, *Wolfenstein 3D* ushered gamers into the ultra-fast, ultra-bloody third world of first-person gaming. One year later, *Doom* opened a portal to hell that flooded university and office networks with rocket launchers and cyberdemons. Then came *Quake*, a CD-ROM packed with slick 3D graphics and online-ready gameplay that shook the games industry to its core. For some of the designers at id Software, *Quake* marked the end of an era. Others were just getting warmed up. *Rocket Jump: Quake and the Golden Age of First-Person Shooters* explores the making of id Software's seminal trilogy, uncovers the internal culture that simultaneously shaped and fractured id Software, and reveals the indelible mark *Quake* left on game designers, computing technology, and popular culture. ● Follow id Software designers John Carmack, John Romero,

American McGee, Jennell Jaquays, Tim Willits, and more as Quake evolves from a medieval fantasy to the granddaddy of competitive shooters●Learn about the making of other influential first-person shooters (FPS) games including Duke Nukem 3D, Star Wars: Dark Forces, and Team Fortress●Sit in on the private meetings that decided the fate of legendary game designers  
An explosive expose' of Samsung that "reads like a dynastic thriller, rolling through three generations of family intrigue, embezzlement, bribery, corruption, prostitution, and other bad behavior" (The Wall Street Journal). **ONGLISTED FOR THE FINANCIAL TIMES AND MCKINSEY BUSINESS BOOK OF THE YEAR AWARD** Based on years of reporting on Samsung for The Economist, The Wall Street Journal, and Time, from his base in South Korea, and his countless sources inside and outside the company, Geoffrey Cain offers a penetrating look behind the curtains of the biggest company nobody in America knows. Seen for decades in tech circles as a fast follower rather than an innovation leader, Samsung today has grown to become a market leader in the United States and around the globe. They have captured one quarter of the smartphone market and have been pushing the envelope on every front. Forty years ago, Samsung was a rickety Korean agricultural conglomerate that produced sugar, paper, and fertilizer, located in a backward country with a third-world economy. With the rise of the PC revolution, though, Chairman Lee Byung-chul began a bold experiment: to make Samsung a major supplier of computer chips. The multimillion-dollar plan was incredibly risky. But Lee, wowed by a young Steve Jobs, who sat down with the chairman to offer his advice, became obsessed with creating a tech empire. And in Samsung Rising, we follow Samsung behind the scenes as the company fights its way to the top of tech. It is one of Apple's chief suppliers of technology critical to the iPhone, and its own Galaxy phone outsells the iPhone. Today, Samsung employs over 300,000 people (compared to Apple's 80,000 and Google's 48,000). The company's revenues have grown more than forty times from that of 1987 and make up more than 20 percent of South Korea's exports. Yet their disastrous recall of the Galaxy Note 7, with numerous reports of phones spontaneously bursting into flames, reveals the dangers of the company's headlong attempt to overtake Apple at any cost. A sweeping insider account, Samsung Rising shows how a determined and fearless Asian competitor has become a force to be reckoned with.

A community theater's production of Special Yearnings triggers a string of underground nuclear explosions from St. Louis to Worcester, Massachusetts. A man frantically swats at the blaze that his girlfriend has ignited in his trousers, while her family tries to figure out whether his agonized sign language means "Under the Volcano" or "No Time for Sergeants." Charo, Marianne Faithfull, and Napoleon's sister swap glittering witticisms and pornographic come-ons with languid aesthetes and unhinged suburbanites. Such scenarios are just par for the course in this gloriously disorienting volume by Mark Leyner, author of My Cousin, My Gastroenterologist and Et Tu, Babe, and a writer who plays the English language the way Jimi Hendrix played the guitar: at blinding speed, dangerous volume, and with a perfect mixture of lyricism and sheer menace.

He-Man and the Asteroid of Doom

Stay Awhile and Listen: Book I

Notes on Startups, or How to Build the Future

Design Justice

Wolfenstein 3D

Heroes, Villains, and the Fight for Art and Soul in Video Games

Sid Meier's Memoir!: A Life in Computer Games

**Shortlisted for the FT/McKinsey Business Book of the Year award A renowned climate scientist shows how fossil fuel companies have waged a thirty-year campaign to deflect blame and responsibility and delay action on climate change, and offers a battle plan for how we can save the planet. Recycle. Fly less. Eat less meat. These are some of the ways that we've been told can slow climate change. But the inordinate emphasis on individual behavior is the result of a marketing campaign that has succeeded in placing the responsibility for fixing climate change squarely on the shoulders of individuals. Fossil fuel companies have followed the example of other industries deflecting blame (think "guns don't kill people, people kill people") or greenwashing (think of the beverage industry's "Crying Indian" commercials of the 1970s). Meanwhile, they've blocked efforts to regulate or price carbon emissions, run PR campaigns aimed at discrediting viable alternatives, and have abdicated their responsibility in fixing the problem they've created. The result has been disastrous for our planet. In The New Climate War, Mann argues that all is not lost. He draws the battle lines between the people and the polluters-fossil fuel companies, right-wing plutocrats, and petrostates. And he outlines a plan for forcing our governments and corporations to wake up and make real change, including: A common-sense, attainable approach to carbon pricing- and a revision of the well-intentioned but flawed currently proposed version of the Green New Deal; Allowing renewable energy to compete fairly against fossil fuels Debunking the false narratives and arguments that have worked their way into the climate debate and driven a wedge between even those who support climate change solutions Combatting climate doomism and despair-mongering With immensely powerful vested interests aligned in defense of the fossil fuel status quo, the societal tipping point won't happen without the active participation of citizens everywhere aiding in the collective push forward. This book will reach, inform, and enable citizens everywhere to join this battle for our planet.**

**Their Eyes Were Watching God** is a 1937 novel by African-American writer Zora Neale Hurston. It is considered a classic of the Harlem Renaissance of the 1920s, and it is likely Hurston's best known work.

**The Wheel of Time®** is a PBS Great American Read Selection! Now in development for TV! Since its debut in 1990, **The Wheel of Time®** by Robert Jordan has captivated millions of readers around the globe with its scope, originality, and compelling characters. In **Towers of Midnight**, the Last Battle has started. The seals on the Dark One's prison are crumbling. The Pattern itself is unraveling, and the armies of the Shadow have begun to boil out of the Blight. The sun has begun to set upon the Third Age. Perrin Aybara is now hunted by specters from his past: Whitecloaks, a slayer of wolves, and the responsibilities of leadership. All the while, an unseen foe is slowly pulling a noose tight around his neck. To prevail, he must seek answers in Tel'aran'rhold and find a way--at long last--to master the wolf within him or lose himself to it forever. Meanwhile, Matrim Cauthon prepares for the most difficult challenge of his life. The creatures beyond the stone gateways--the Aelfinn and the Eelfinn--have confused him, taunted him, and left him hanged, his memory stuffed with bits and pieces of other men's lives. He had hoped that his last confrontation with them would be the end of it, but the Wheel weaves as the Wheel wills. The time is coming when he will again have to dance with the Snakes and the Foxes, playing a game that cannot be won. The Tower of Ghenjei awaits, and its secrets will reveal the fate of a friend long lost. Dovie'andi se tovyo sagain. It's time to toss the dice. TV series update: "Sony will produce along with Red Eagle Entertainment and Radar Pictures. Rafe Judkins is attached to write and executive produce. Judkins previously worked on shows such as ABC's "Agents of SHIELD," the Netflix series "Hemlock Grove," and the NBC series "Chuck." Red Eagle partners Rick Selvage and Larry Mondragon will executive produce along with Radar's Ted Field and Mike Weber. Darren Lemke will also executive produce, with Jordan's widow Harriet McDougal serving as consulting producer." —Variety **The Wheel of Time®** New Spring: The Novel #1 The Eye of the World #2 The Great Hunt #3 The Dragon Reborn #4 The Shadow Rising #5 The Fires of Heaven #6 Lord of Chaos #7 A Crown of Swords #8 The Path of Daggers #9 Winter's Heart #10 Crossroads of Twilight #11 Knife of Dreams By Robert Jordan and Brandon Sanderson #12 The Gathering Storm #13 Towers of Midnight #14 A Memory of Light By Robert Jordan Warrior of the Altai By Robert Jordan and Teresa Patterson The World of Robert Jordan's The Wheel of Time By Robert Jordan, Harriet McDougal, Alan Romanczuk, and Maria Simons The Wheel of Time Companion By Robert Jordan and Amy Romanczuk Patterns of the Wheel: Coloring Art Based on Robert Jordan's The Wheel of Time At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

An engaging and entertaining read for veteran gamers and curious newcomers alike, **A Mind Forever Voyaging** traces the evolution of interactive video games by examining 13 landmark titles that challenged convention and captured players' imaginations worldwide. **Alternative Gaming** blogger Dylan Holmes focuses on games that tell stories in innovative and fascinating ways and examines the opportunities—and challenges—presented when players are given the ability to direct how a story plays out. From the text-based adventure of **Planetfall** and the interactive cinema of **Heavy Rain** to the one-act play of **Façade** and the simulated world of **Shenmue**, Holmes showcases the diversity of video game stories that have emerged in the last 30 years. Along the way, he addresses such questions as: •How did the introduction of moral choices in video games change the playing field? •What film techniques have enhanced (or detracted from!) the gaming experience? •Can video games aspire to be art? [Hint: Yes!] •What are the benefits, pitfalls, and unintended consequences of players' "right to choose"? •Will the robot Floyd make you cry? Critical analysis, historical perspective, and a gently opinionated personal touch make **A Mind Forever Voyaging** an enlightening read that captures the best that video games have to offer.

**Zero to One**

**Game Engine Black Book**

**The Making of Doom 3**

**The Outlaw Story of Grand Theft Auto**

**I Smell Esther Williams**

**How a Gang of Geeks Beat the Odds and Stormed Las Vegas**

**Masters of Doom**

*Tom Bissell is a prizewinning writer who published three widely acclaimed books before the age of thirty-four. He is also an obsessive gamer who has spent untold hours in front of his various video game consoles, playing titles such as Far Cry 2, Left 4 Dead, BioShock, and Oblivion for, literally, days. If you are reading this flap copy, the same thing can probably be said of you, or of someone you know. Until recently, Bissell was somewhat reluctant to admit to his passion for games. In this, he is not alone. Millions of adults spend hours every week playing video games, and the industry itself now reliably outearns Hollywood. But the wider culture seems to regard video games as, at best, well designed if mindless entertainment. Extra Lives is an impassioned defense of this assailed and misunderstood art form. Bissell argues that we are in a golden age of gaming—but he also believes games could be even better. He offers a fascinating and often hilarious critique of the ways video games dazzle and, just as often, frustrate. Along the way, we get firsthand portraits of some of the best minds (Jonathan Blow, Clint Hocking, Cliff Bleszinski, Peter Molyneux) at work in video game design today, as well as a shattering and deeply moving final chapter that describes, in searing detail, Bissell's descent into the world of Grand Theft Auto IV, a game whose themes mirror his own increasingly self-destructive compulsions. Blending memoir, criticism, and first-rate reportage, Extra Lives is like no other book on the subject ever published.*

*Whether you love video games, loathe video games, or are merely curious about why they are becoming the dominant popular art form of our time, Extra Lives is required reading.*

*The Gates were there on Phobos when mankind first arrived. Inert, unyielding, impossibly alien constructs, for twenty years they sat lifeless, mute testaments to their long-vanished creators, their secrets hidden. Then one day, they sprang to life... Meet Corporal Flynn Taggart, United States Marine Corps; serial number 888-23-9912. He's the best warrior the twenty-first century has to offer, which is a damn good thing. Because Flynn Taggart is all that's standing between the hell that just dropped in on Mars and an unsuspecting planet Earth...*

*NATIONAL BESTSELLER "The stories in this book make for a fascinating and remarkably complete pantheon of just about every common despair and every joy related to game development." — Rami Ismail, cofounder of Vlambeer and developer of Nuclear Throne Developing video games—hero's journey or fool's errand? The creative and technical logistics that go into building today's hottest games can be more harrowing and complex than*

*the games themselves, often seeming like an endless maze or a bottomless abyss. In Blood, Sweat, and Pixels, Jason Schreier takes readers on a fascinating odyssey behind the scenes of video game development, where the creator may be a team of 600 overworked underdogs or a solitary geek genius. Exploring the artistic challenges, technical impossibilities, marketplace demands, and Donkey Kong-sized monkey wrenches thrown into the works by corporate, Blood, Sweat, and Pixels reveals how bringing any game to completion is more than Sisyphean—it's nothing short of miraculous. Taking some of the most popular, bestselling recent games, Schreier immerses readers in the hellfire of the development process, whether it's RPG studio Bioware's challenge to beat an impossible schedule and overcome countless technical nightmares to build Dragon Age: Inquisition; indie developer Eric Barone's single-handed efforts to grow country-life RPG Stardew Valley from one man's vision into a multi-million-dollar franchise; or Bungie spinning out from their corporate overlords at Microsoft to create Destiny, a brand new universe that they hoped would become as iconic as Star Wars and Lord of the Rings—even as it nearly ripped their studio apart. Documenting the round-the-clock crunches, buggy-eyed burnout, and last-minute saves, Blood, Sweat, and Pixels is a journey through development hell—and ultimately a tribute to the dedicated diehards and unsung heroes who scale mountains of obstacles in their quests to create the best games imaginable. #1 NEW YORK TIMES BESTSELLER • “This book delivers completely new and refreshing ideas on how to create value in the world.”—Mark Zuckerberg, CEO of Meta “Peter Thiel has built multiple breakthrough companies, and Zero to One shows how.”—Elon Musk, CEO of SpaceX and Tesla The great secret of our time is that there are still uncharted frontiers to explore and new inventions to create. In Zero to One, legendary entrepreneur and investor Peter Thiel shows how we can find singular ways to create those new things. Thiel begins with the contrarian premise that we live in an age of technological stagnation, even if we're too distracted by shiny mobile devices to notice. Information technology has improved rapidly, but there is no reason why progress should be limited to computers or Silicon Valley. Progress can be achieved in any industry or area of business. It comes from the most important skill that every leader must master: learning to think for yourself. Doing what someone else already knows how to do takes the world from 1 to n, adding more of something familiar. But when you do something new, you go from 0 to 1. The next Bill Gates will not build an operating system. The next Larry Page or Sergey Brin won't make a search engine. Tomorrow's champions will not win by competing ruthlessly in today's marketplace. They will escape competition altogether, because their businesses will be unique. Zero to One presents at once an optimistic view of the future of progress in America and a new way of thinking about innovation: it starts by learning to ask the questions that lead you to find value in unexpected places.*

*Liar's Poker*

*Community-Led Practices to Build the Worlds We Need*

*Wolf in White Van*

*The War of the Worlds*

*The Odyssey*

*Their Eyes Were Watching God*

*Significant Zero*

How was Wolfenstein 3D made and what were the secrets of its speed? How did id Software manage to turn a machine designed to display static images for word processing and spreadsheet applications into the best gaming platform in the world, capable of running games at seventy frames per seconds? If you have ever asked yourself these questions, Game Engine Black Book is for you. This is an engineering book. You will not find much prose in here (the author's English is broken anyway.) Instead, this book has only bit of text and plenty of drawings attempting to describe in great detail the Wolfenstein 3D game engine and its hardware, the IBM PC with an Intel 386 CPU and a VGA graphic card. Game Engine Black Book details techniques such as raycasting, compiled scalars, deferred rendering, VGA Mode-Y, linear feedback shift register, fixed point arithmetic, pulse width modulation, runtime generated code, self-modifying code, and many others tricks. Open up to discover the secrets of the software which pioneered the First Person Shooter genre.

A close examination about what is considered the most important first-person video game ever made and its influence on how we play games today

Documents the troubling influence of a small group of scientists who the author contends misrepresent scientific facts to advance key political and economic agendas, revealing the interests behind the detractions on findings about acid rain, DDT, and other hazards.

Masters of Doom How Two Guys Created an Empire and Transformed Pop Culture Random House Trade Paperbacks

The Moon Dragon (The Secrets of Droon #26)

The Masters of Darkness

The Triumphant, Turbulent Stories Behind How Video Games Are Made

A Novel

Why Video Games Matter

Creative Types

Masters Of Doom

An exploration of how design might be led by marginalized communities, dismantle structural inequality, and advance collective liberation and ecological survival. What is the relationship between design, power, and social justice? “Design justice” is an approach to design that is led by marginalized communities and that aims explicitly to challenge, rather than reproduce, structural inequalities. It has emerged from a growing community of designers in various fields who work closely with social movements and community-based organizations around the world. This book explores the theory and practice of design justice, demonstrates how universalist design principles and practices erase certain groups of people—specifically, those who are intersectionally disadvantaged or multiply burdened under the matrix of domination (white supremacist heteropatriarchy, ableism, capitalism, and settler colonialism)—and invites readers to “build a better world, a world where many worlds fit; linked worlds of collective liberation and ecological sustainability.” Along the way, the book documents a multitude of real-world community-led design practices, each grounded in a particular social movement. Design Justice goes beyond recent calls for design for good, user-centered design, and employment diversity in the technology and design professions; it connects design to larger struggles for collective liberation and ecological survival.

The year is 2144...and the battle over Earth's precious resources has raged for a century. With global economies in ruins and all-out world war more than a possibility, the U.S government turned to the Union Aerospace Corporation, giving it carte blanche on the legendary red planet of Mars in a desperate bid to construct an off-world outpost that might provide resources, a military

advantage...as well as something so secret that even members of government don't have a clue about it.... Special Ops Marine Lieutenant John Kane was once a careerist simply glad to have a job, and couldn't care less about politics just as long as Uncle Sam's check cleared. But that was before he listened to his conscience and disobeyed a direct order. Busted down to private, Kane has been reassigned to the "U.S. Space Marines" -- the private army of the UAC -- with the prospect of becoming little more than a glorified security guard on Mars.... Now Lt. Kane's fate leads him to Mars City -- part environmental community, part lab center, and all owned and protected by the UAC. It's a strange world with a fatal environment, and the thousands who live and work within the city have already begun to think of themselves as Martians. And away from Mars City, at the strange ancient sites uncovered on the planet, a small squad of marines stand guard while scientists uncover wall glyphs and search for artifacts, having already found something that is so far amazing and inexplicable -- including the relic called "U1," nicknamed "the Soul Cube" -- and unknown to all, the bringer of destructive chaos and unspeakable horror....

"An award-winning videogame writer offers a rare behind-the-scenes look inside the gaming industry, and expands on how games are transformed from mere toys into meaningful, artistic experiences"--

Inside the making of a videogame that defined a generation: Grand Theft Auto Grand Theft Auto is one of the biggest and most controversial videogame franchises of all time. Since its first release in 1997, GTA has pioneered the use of everything from 3D graphics to the voices of top Hollywood actors and repeatedly transformed the world of gaming. Despite its incredible innovations in the \$75 billion game industry, it has also been a lightning rod of debate, spawning accusations of ethnic and sexual discrimination, glamorizing violence, and inciting real-life crimes. Jacked tells the turbulent and mostly unknown story of GTA's wildly ambitious creators, Rockstar Games, the invention and evolution of the franchise, and the cultural and political backlash it has provoked.

Explains how British prep school brothers Sam and Dan Houser took their dream of fame, fortune, and the glamor of American pop culture and transformed it into a worldwide videogame blockbuster Written by David Kushner, author of Masters of Doom and a top journalist on gaming, and drawn from over ten years of interviews and research, including firsthand knowledge of Grand Theft Auto's creators and detractors Offers inside details on key episodes in the development of the series, including the financial turmoil of Rockstar games, the infamous "Hot Coffee" sex mini-game incident, and more Whether you love Grand Theft Auto or hate it, or just want to understand the defining entertainment product of a generation, you'll want to read Jacked and get the real story behind this boundary-pushing game.

How Two Blizzards Unleashed Diablo and Forged a Video-Game Empire

Alligator Candy

Alcoholics Anonymous

Extra Lives

SCARYDARKFAST

DOOM

Rocket Jump

*Good game design happens when you view your game from as many perspectives as possible. Written by one of the world's top game designers, The Art of Game Design presents 100+ sets of questions, or different lenses, for viewing a game's design, encompassing diverse fields such as psychology, architecture, music, visual design, film, software engineering, theme park design, mathematics, puzzle design, and anthropology. This Second Edition of a Game Developer Front Line Award winner: Describes the deepest and most fundamental principles of game design Demonstrates how tactics used in board, card, and athletic games also work in top-quality video games Contains valuable insight from Jesse Schell, the former chair of the International Game Developers Association and award-winning designer of Disney online games The Art of Game Design, Second Edition gives readers useful perspectives on how to make better game designs faster. It provides practical instruction on creating world-class games that will be played again and again.*

*The time was the 1980s. The place was Wall Street. The game was called Liar's Poker. Michael Lewis was fresh out of Princeton and the London School of Economics when he landed a job at Salomon Brothers, one of Wall Street's premier investment firms. During the next three years, Lewis rose from callow trainee to bond salesman, raking in millions for the firm and cashing in on a modern-day gold rush. Liar's Poker is the culmination of those heady, frenzied years—a behind-the-scenes look at a unique and turbulent time in American business. From the frat-boy camaraderie of the forty-first-floor trading room to the killer instinct that made ambitious young men gamble everything on a high-stakes game of bluffing and deception, here is Michael Lewis's knowing and hilarious insider's account of an unprecedented era of greed, gluttony, and outrageous fortune.*

*Masters of Doom is the amazing true story of the Lennon and McCartney of video games: John Carmack and John Romero. Together, they ruled big business. They transformed popular culture. And they provoked a national controversy. More than anything, they lived a unique and rollicking American Dream, escaping the broken homes of their youth to co-create the most notoriously successful game franchises in history—Doom and Quake—until the games they made tore them apart. Americans spend more money on video games than on movie tickets. Masters of Doom is the first book to chronicle this industry's greatest story, written by one of the medium's leading observers. David Kushner takes readers inside the rags-to-riches adventure of two rebellious entrepreneurs who came of age to shape a generation. The vivid portrait reveals why their games are so violent and why their immersion in*

*their brilliantly designed fantasy worlds offered them solace. And it shows how they channeled their fury and imagination into products that are a formative influence on our culture, from MTV to the Internet to Columbine. This is a story of friendship and betrayal, commerce and artistry—a powerful and compassionate account of what it’s like to be young, driven, and wildly creative. “To my taste, the greatest American myth of cosmogenesis features the maladjusted, antisocial, genius teenage boy who, in the insular laboratory of his own bedroom, invents the universe from scratch. Masters of Doom is a particularly inspired rendition. Dave Kushner chronicles the saga of video game virtuosi Carmack and Romero with terrific brio. This is a page-turning, mythopoeic cyber-soap opera about two glamorous geek geniuses—and it should be read while scarfing down pepperoni pizza and swilling Diet Coke, with Queens of the Stone Age cranked up all the way.”—Mark Leyner, author of I Smell Esther Williams*

*A hidden door. A magical staircase. Discover the world of Droon! There's no place like home! Eric and his friends have finally restored the Rainbow Stairs, but that was the easy part. Now Gethwing is loose in the Upper World, and the Moon Dragon is causing big trouble. Eric, Julie, and Neal have to protect their town, but they're up against mysterious creatures, strangely-behaving parents, and powerful magic. Can the kids stop Gethwing before he destroys the Upper World -- for good?*

*The Spymasters*

*A Memoir*

*A History of Storytelling in Video Games*

*A Book of Lenses, Second Edition*

*Jacked*

*Blood, Sweat, and Pixels*

*How a Handful of Scientists Obscured the Truth on Issues from Tobacco Smoke to Global Warming*

***The basic text for Alcoholics Anonymous.***

***Merchants of Doubt***

***Jonny Magic and the Card Shark Kids***

***The Inside Story of the South Korean Giant That Set Out to Beat Apple and Conquer Tech***

***Game Engine Black Book: DOOM v1.1***

***Book Thirteen of The Wheel of Time***

***Doom 3: Worlds on Fire***