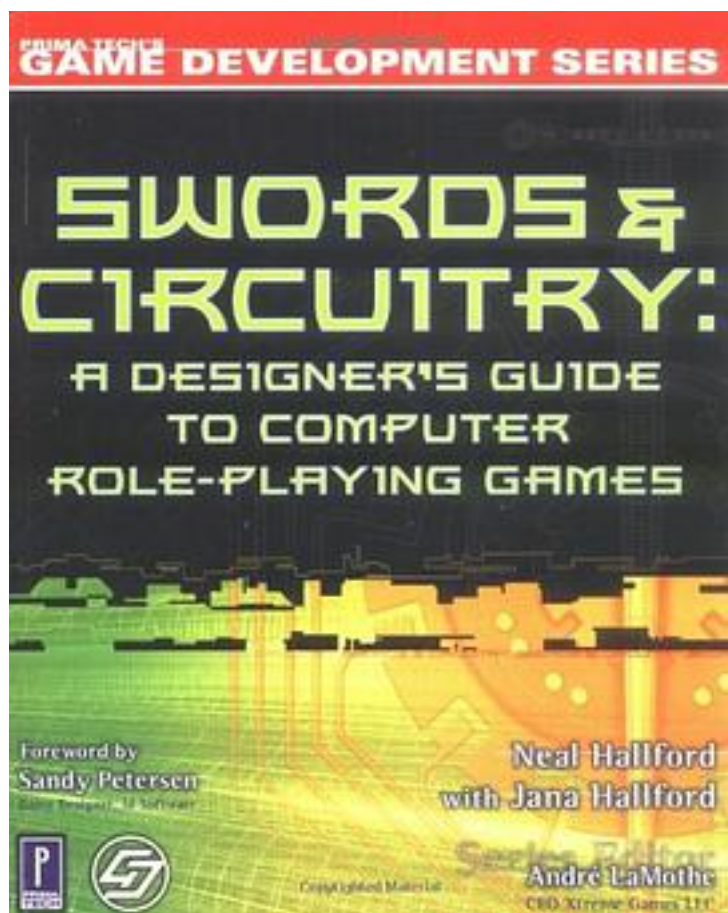


Swords & Circuitry



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著者:Hallford, Neal

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Computer role-playing games allow players to assume the role of a hero out to conquer an epic challenge. Over the course of the game, the player's character learns new spells and skills which, in turn, allow him or her to explore even more of the game world and to solve the quest presented by the game designers. Never in the history of

gaming have role-playing titles been more popular. Swords & Circuitry: A Designer's Guide to Computer Role-Playing Games will allow you to decipher the arcane mysteries behind game development tools like plot trees, world bibles, design documents, and game scripts. It contains exciting and topical illustrations by game industry artists like Kenneth Mayfield, Jeff Perryman, Jim Wible, Trammell Issac, April Lee, and others! Learn from the designer behind role-playing best-sellers like Betrayal at Krondor, Planet's Edge, and Might & Magic III: Isles of Terra, and discover the ten things that every role-playing title must have to succeed!

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