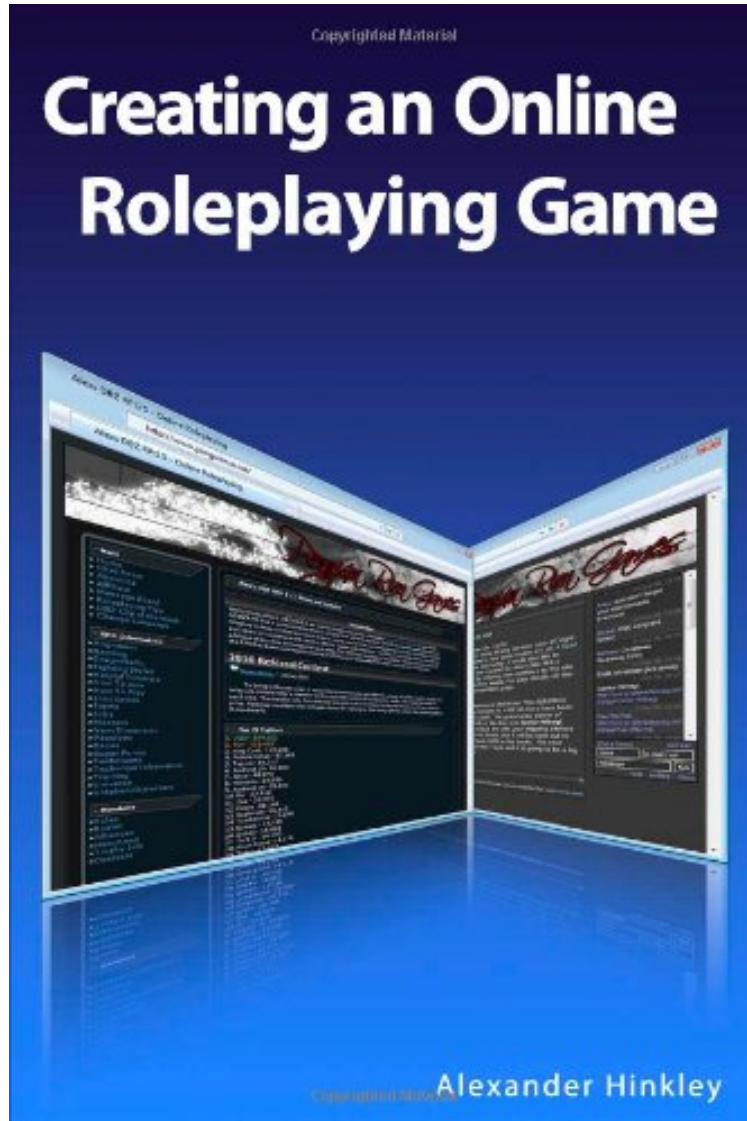


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Creating an Online Roleplaying Game

Alexander Hinkley

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Alexander Hinkley : Creating an Online Roleplaying Game before purchasing it in order to gauge whether or not it would be worth my time, and all praised Creating an Online Roleplaying Game:

1 of 4 people found the following review helpful. Great Veteran Advice For New RPG Forum Admins By Wesley DavisI, too, am a founder and owner of an online play-by-post RPG website (Star Army). I bought this book so I can compare my experiences with Alex's. Although the book isn't the most in-depth, it covers the essentials and provides pretty solid advice that I agree with and has some good points and ideas, especially useful for a person just starting

out. Essentially this book is an overview that answers the general question "How do I create an RPG forum?" I had a very enjoyable time reading the book even though I was already knowledgeable in the material. I like that Alex's book is very personal, it's real knowledge from real experience and trial and error. Alex takes the reader through the history of his RPG which has seen both successes and failures over the years and dealt with some of the same things I've been through--splinter groups, drama, hackers, etc. It takes a lot of work and patience to run a great RPG forum and doing it for over a decade puts Alex in a select group of 'veterans.' If you're thinking of starting an RPG forum, he's definitely worth listening to. Thanks for writing this, Alex!

Have you ever wanted to create an online text-based roleplaying game? This book, written by an experienced RPG owner of 10 years, will help you learn how to create and maintain a successful RPG. This book is not meant to help you create an MMORPG that will attract thousands of users and everything is automated. Such games require extensive programming knowledge and skills that an average gamer doesn't have. What this book will help you do is create an online play-by-post forum roleplaying game. In this book you will learn how to how to create and balance items, how to create a well rounded battling system, proper game administration, and much more!