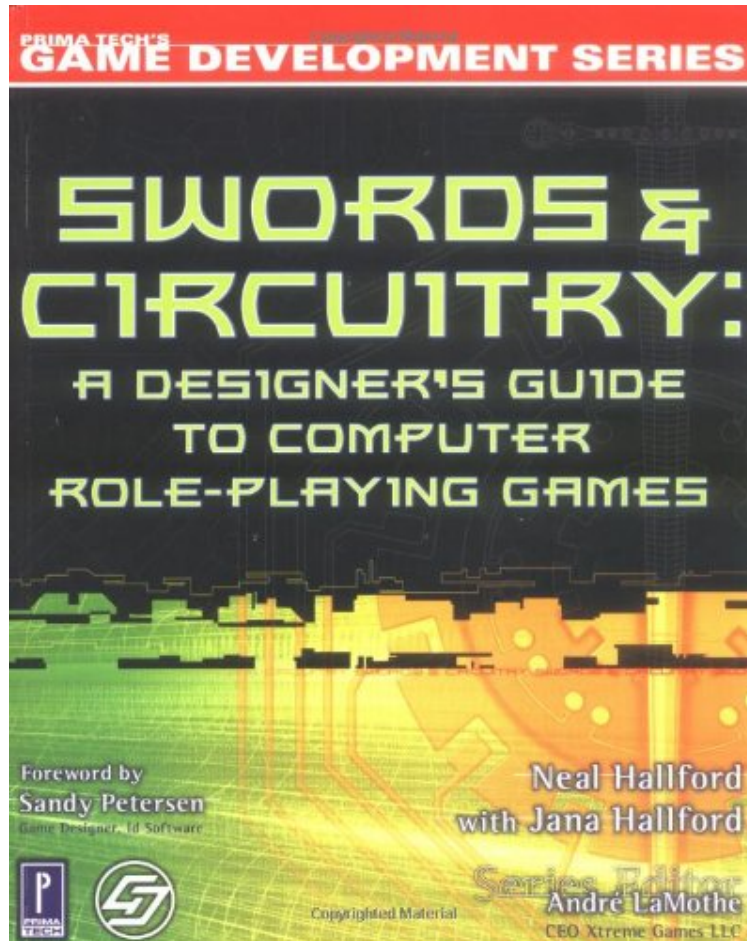


[Free pdf] Swords Circuitry: A Designer's Guide to Computer Role-Playing Games (Premier Press Game Development)

## Swords Circuitry: A Designer's Guide to Computer Role-Playing Games (Premier Press Game Development)

Neal Hallford, Jana Hallford  
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**Neal Hallford, Jana Hallford : Swords Circuitry: A Designer's Guide to Computer Role-Playing Games (Premier Press Game Development)** before purchasing it in order to gage whether or not it would be worth my time, and all praised Swords Circuitry: A Designer's Guide to Computer Role-Playing Games (Premier Press Game Development):

2 of 2 people found the following review helpful. Great Book, but Out-of-DateBy JohnThis book was written when Dungeon Siege I and Neverwinter Nights I were in development, and thus lacks any information regarding their sequels, Baldur's Gate II, Diablo II, Titan Quest, Morrowind, and ultimately Oblivion. It briefly discusses UO and mentions both Asheron's Call and Everquest, the early mainstream MMOs. Don't expect anything regarding WoW,

DAoC, EQ2, DDO, AO or Lord of the Rings Online. That's a lot of material that just didn't exist when this was published. However, for what it contains, it's VERY good. It has a great introduction on the early development of RPGs. You'll find good information on the influence of Dungeons and Dragons and Lord of the Rings on CRPGs. The interviews at the end are excellent reading as well. The book sets out to guide new RPG designers through the do's and don'ts of CRPG development, and give them a good background on why things are the way they are. It lays out what you need in your proposal and design document, with plenty of examples. It really does an excellent job in all of this. If you're looking for code, look elsewhere. You won't find ANY in this book. It's intended for designers, not programmers. If you can grab it for under ten bucks like I did, go for it. Everything inside the book is still useful and the guiding principles are accurate even with all that's happened since it was published. I just wish there was a second volume that included all of the new stuff.

2 of 2 people found the following review helpful. Fun, Useful, and Interesting

By Customer

This book wasn't at all what I thought it would be, but I loved it. I finished it within a day. Don't buy this book if you are expecting someone to tell you the steps involved in making an RPG. There are many better books for that. SC doesn't tell you how to make a game. It tells you how to THINK when making a game. It also goes quite in-depth about what it's like to be in the role of a game designer. So the two scenarios in which this book would be most useful are:

1. You have a game already designed in your head and just want to make it more fun or more professional.
2. You are considering whether you want to become a game designer as a career.

If you fit one of these two, buy this book right away. If not, it might still be worth a look. It's interesting, well-written, and you may just learn a thing or two.

24 of 25 people found the following review helpful. Highly recommended

By Dave Amy Astle

This book has been out for a few years, and unfortunately, it has never really received the attention it so richly deserves. From the title, you might infer that it teaches how to design role-playing games, which it does, but what might not be immediately obvious is that the information contained in it can be applied to games from any genre. This book discusses everything from product life cycles, to plot design, to team roles, to world building, to gameplay issues, and much more. Each topic is covered in detail, with advice and examples. The book includes in-depth interviews with people behind some of the top role-playing games (e.g. Dungeon Siege and Neverwinter Nights), as well as copies of real design documents from leading games (e.g. the world layout from Fallout and the design document from Nox). The Halfords' writing style is colorful without being condescending. Neal's experience shows through as he is able to back up all of his advice with real-world experience on major titles. This is quite simply one of the best game design books on the market, and an entertaining read to boot. I give it my highest recommendation.

Never in the history of gaming have role-playing titles been more popular. PC DATA reports that leading role-playing titles, like "Diablo," have sold over one million units, and many others, like "Baldur's Gate," have sold over 500,000. Research by Peter D. Hart Research Associates, on behalf of the Interactive Digital Software Association, states that 145 million Americans regularly play video games. This book will allow this audience to decipher the arcane mysteries behind game development tools like plot trees, world bibles, design documents, and game scripts. Readers will also receive sage advice from game gurus like John Cutter (Betrayal at Kondor), Jon Van Caneghem (Might Magic), Chris Taylor (Dungeon Siege), Sarah Stocker (Pools of Radiance), Carly Staehlin (Ultima Online), and more.

About the Author

Neal Hallford has been a professional game designer for more than ten years and has led several best-selling computer role-playing titles. He co-authored the story *Kronodor: the Betrayal* which became a New York Times best-selling novel and has created stories and designs for hit computer role-playing games (RPGs) such as *Planet's Edge*, *Betrayal at Kondor*, and *Might Magic III: Isles of Terra*.