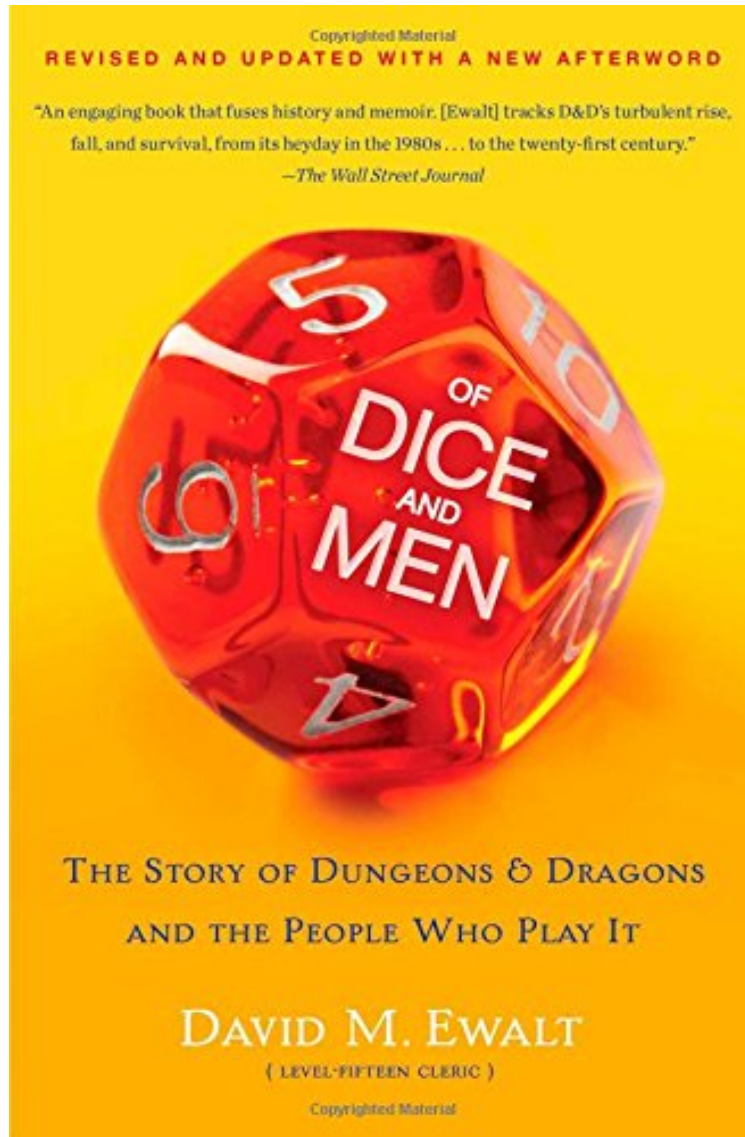


(Free pdf) Of Dice and Men: The Story of Dungeons Dragons and The People Who Play It

Of Dice and Men: The Story of Dungeons Dragons and The People Who Play It

David M. Ewalt

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David M. Ewalt : Of Dice and Men: The Story of Dungeons Dragons and The People Who Play It before purchasing it in order to gage whether or not it would be worth my time, and all praised Of Dice and Men: The Story of Dungeons Dragons and The People Who Play It:

1 of 1 people found the following review helpful. Fun and Informative History of The World's Greatest Game.By

David V. Daverio Really fun and interesting. I felt like I had many similar experiences as the author. I suppose I'll always be "nerdy" as well. It brought me back to "Old School D&D" with my friends; spending entire weekends battling foes, figuring out traps (and how not to get trapped) and searching for gold and magic. But the real gold and magic was there all the time. The game brought us together. We still talk about adventures we had in high school (now, I'm 50 years old). As Mr. Ewalt says, solitary heroes are for movies and books. Real heroes help each other... Great Book! I enjoyed it immensely (better than saving vs. Poison---well, it's right up there, anyway). 67 of 68 people found the following review helpful. Geekdom 101 By James Palmer This is a good book, but at points I wondered whether it wasn't really two potentially better books fused into one. It's well-written, funny, and when it comes to the difficult task of capturing exactly what goes on in a gaming session, and why it's awesome, it does it very well. But it has to tackle too much; it is, simultaneously, an introduction to tabletop gaming and the state of the industry nowadays *and* a history of TSR and the creation of DD itself. Honestly, TSR's history, complete with the backstabbing, culture clashes, and the genial weirdness of the small-town Midwest that spawned early gaming culture, could really be a full-length business classic itself, and there's only intriguing hints of that here. I'm not certain how much value experienced gamers will get out of this, other than a "Hey, I know those guys!" But it's definitely a perfect gift for befuddled significant others. 1 of 1 people found the following review helpful. Let's On An Adventure By Aeion Sol Some books are like fast friends. You pick and have a good relationship from the moment you encounter them. One such book is of Dice and Men by David M. Ewalt. Written by a Dungeons and Dragons player/gamer (Fifteen Level Cleric), he speaks easily to both Role player and non role player alike. It is a fun book that explores Role playing games in general and the Dungeons and Dragon phenomenon specifically. DD has changed our world, from providing fodder for popular culture subjects to serving as the template for many computer and board games. On his stroll through the history of TSR and its most famous product, he presents a world ready for an interactive milieu and the people who made it possible. At times you feel like your peering over Gary Gygax's shoulder or are seated at Dave Arneson's Blackmoor table. Let Ewalt's delightful book take you on a fun tour of world of Dungeons and Dragons. Highly Recommended

A fascinating and personal look at Dungeons Dragons that "tracks DD's turbulent rise, fall, and survival, from its heyday in the 1980s...to the twenty-first century" (The Wall Street Journal). Even if you've never played Dungeons Dragons, you probably know someone who has: the game has had a profound influence on our culture, and 2014 marks the intriguing role-playing phenomenon's 40th anniversary. Released decades before the Internet and social media, Dungeons Dragons inspired one of the original nerd subcultures and is still revered by more than 30 million fans. Now, the authoritative history and magic of the game are revealed by an award-winning journalist and lifelong DD player. In *Of Dice and Men*, David Ewalt describes the development of Dungeons Dragons from the game's origins on the battlefields of ancient Europe through the hysteria that linked it to satanic rituals and teen suicides to its apotheosis as father of the modern video-game industry. As he chronicles the surprising history of the game's origins (a history largely unknown even to hardcore players) and examines DD's lasting impact, Ewalt weaves laser-sharp subculture analysis with his own present-day gaming experiences, "writing about the world of fantasy role-playing junkies with intelligence, dexterity, and even wisdom" (Ken Jennings). An enticing blend of history, journalism, narrative, and memoir, *Of Dice and Men* sheds light on America's most popular (and widely misunderstood) form of collaborative entertainment.

From Booklist Gaming expert and Forbes senior editor Ewalt freely admits at the outset of this fascinating expedition into the world of Dungeons Dragons that aficionados of the role-playing game don't exactly enjoy a stellar reputation in the larger public eye. Geeks and math fanatics are often viewed as DD's main adherents, and the game's subculture is still tainted by false stories from the 1980s linking it to suicide and Satanism. Yet, despite the current market rage of Xbox and multiplayer Internet games, DD remains immensely popular, with fans numbering in the tens of millions. Drawing on his journalistic skill and lifelong passion for DD, Ewalt walks readers through the game's eclectic rules, sheds light on its surprising origins, and introduces some of its quirky celebrities. From the author's own years of experience designing DD scenarios, he also reveals some choice secrets behind becoming a Dungeon Master. Even audiences normally indifferent to DD's charms will find Ewalt's overview witty and absorbing, and the game's devotees will discover much here to revel in and quibble with. --Carl Hays *Dungeons Dragons* has been a huge part of my life. The book sheds light on the world of [DD co-creator] Gary Gygax, and it also lets the reader into the mind of somebody questioning how cool this game is. (Vin Diesel) An engaging book that fuses history and memoir. [Ewalt] tracks DD's turbulent rise, fall and survival, from its heyday in the 1980s to the 21st century. (The Wall Street Journal) David Ewalt's wit, insight and infectious love of DD make him the perfect guide to the most significant game of the twentieth century. The book is a joy to read. (Tim Harford, author of *The Undercover Economist*) It's almost impossible to explain how Dungeons Dragons works, and harder still to explain how it feels. This book comes as close as any I've ever read. (Chuck Klosterman, author of *Sex, Drugs, and Cocoa Puffs* and *I Wear the Black Hat*) David Ewalt writes about the world of fantasy role-playing junkies with intelligence, dexterity, and even wisdom. (I am

unable to speak to his strength, constitution, or charisma.) (Ken Jennings, author of *Maphead* and *Because I Said So!*) Long before I made my mark in software, I was a pretty good Dungeon Master, and DD has played a significant part in my life. In addition to covering much of the deep history of the game that I never knew, *Of Dice and Men* brought back tons of fond memories, and damned if it didn't make me pull some dusty old rulebooks off the shelf at home. (John Carmack, co-founder of Id Software) "A fascinating history of DD written by an author who authentically loves the game. Whether you know what d20 means or not you will love this book!" (Felicia Day, actress, producer, creator of *The Guild* and *Geek Sundry*) "The best book I've read since the *Monster Manual*." (David X. Cohen, executive producer of *Futurama*) "A fascinating window into the storied history of fantasy pen and paper gaming. A must-read for anyone curious about the genre." (Dr. Ray Muzyka, co-founder of BioWare) David Ewalt offers a genial history of Dungeons and Dragons and its impact on his own geek life. A highly readable account of a game that seized the imagination of a generation and maintains its grip three decades later. (*Publishers Weekly*) Even audiences normally indifferent to DD's charms will find Ewalt's overview witty and absorbing, and the game's devotees will discover much here to revel in and quibble with. (*Booklist*) "The author's devotion to the game does much to illuminate role-playing's enduring power on mortal men and women." (*Kirkus*) "The core of Ewalt's story is his experience of role-playing games. He explains it about as well as anyone could, short of experiencing it yourself." (*Seattle Times*)

About the Author David M. Ewalt began playing Dungeons Dragons when he was ten years old. Now an award-winning journalist, he writes about games for outlets like *Forbes* and the *Wall Street Journal*, talks about games on television and radio, and plays games in and around his Brooklyn, New York, home. Join him or find out more at DavidMEwalt.com.