Dungeons and Desktops: The History of Computer Role-Playing Games

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Computer role-playing games (CRPGs) are a special genre of computer games that bring the tabletop role-playing experience of games such as Dungeons & Dragons to the computer screen. This genre includes classics such as Ultima and The Bard's Tale as well as more modern games such as World of Warcraft and Guild Wars. Written in an engaging style for both the computer game enthusiast and the more casual computer game player, this book explores the history of the genre by telling the stories of the developers, games, and gamers who created it.

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