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DOOM

Dan Pinchbeck

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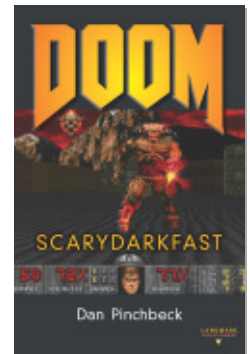
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LANDMARK VIDEO GAMES

The Landmark Video Games book series is the first in the English language in which each book addresses a specific video game or video game series in depth, examining it in the light of a variety of approaches, including game design, genre, form, content, meanings, and its context within video game history. The specific games or game series chosen are historically significant and influential games recognized not only for their quality of gameplay but also for setting new standards, introducing new ideas, incorporating new technology, or otherwise changing the course of a genre or area of video game history. The Landmark Video Games book series hopes to provide an intimate and detailed look at the history of video games through a study of exemplars that have paved the way and set the course that others would follow or emulate, and that became an important part of popular culture.

Myst and Riven: The World of the D'ni
by Mark J. P. Wolf

Silent Hill: The Terror Engine
by Bernard Perron

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