



## Garwulfs Corner An Odyssey Into Diablo and the World Beyond the Video Game

By Robert B. Marks

Legacy Books Press. Paperback. Condition: New. 218 pages. Dimensions: 8.9in. x 6.0in. x 0.5in. At the dawn of the 21st Century, the video game industry experienced a period of wild creativity, fighting for recognition as an art form while making the transformation into a media juggernaut. And as it did, Garwulfs Corner was there, watching and commentating. One of the earliest, if not the first, video game issues columns on the Internet, Garwulfs Corner ran every two weeks from 2000 to 2002 on Diabloii. net. Written by Robert B. Marks, author of *Diablo: Demonsbane* and *The EverQuest Companion*, it explored everything up to and including *Diablo*, the birth of artificial intelligence, hackers, literature and movies, and the video games struggle for legitimacy. Collected here for the first time in print - with new introductions and updates - are all 52 installments of Garwulfs Corner, along with the three columns written years later for the unpublished *Blurred Edge Magazine*, the holiday issue that never was, and the authors final word (so far) on *Diablo III* and *Diablo* in general. Insightful, controversial, witty, and thought-provoking, Garwulfs Corner is a journey into the world of video games that is still relevant today. This item...



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