

Of Dice and Men: A Journey Through the History of RPGs



Of Dice and Men: The Story of Dungeons & Dragons and The People Who by David M. Ewalt

★★★★☆ 4.4 out of 5

Language	: English
File size	: 2308 KB
Text-to-Speech	: Enabled
Screen Reader	: Supported
Enhanced typesetting	: Enabled
X-Ray	: Enabled
Word Wise	: Enabled
Print length	: 289 pages



Role-playing games (RPGs) have been around for decades, and they have come a long way since their humble beginnings. In the early days, RPGs were mostly played by a small group of friends, and they were often very simple. But over time, RPGs have become more and more popular, and they have evolved into a complex and sophisticated form of entertainment.

Of Dice and Men is a comprehensive history of RPGs, from their humble beginnings in the 1970s to their modern-day popularity. This book is a must-read for anyone interested in the history of gaming, or for anyone who wants to learn more about the fascinating world of RPGs.

The Early Days of RPGs

The first RPG was created in 1974 by Gary Gygax and Dave Arneson. It was called Dungeons & Dragons (D&D), and it was inspired by Gygax's love of fantasy literature and wargaming. D&D was a huge success, and it quickly spawned a number of imitators. Soon, there were dozens of different RPGs on the market, each with its own unique setting and rules.

In the early days, RPGs were mostly played by a small group of friends. They would gather around a table and create their own characters, who would then go on adventures in a fantasy world. The games were often very simple, and they were more about imagination than rules.

The Golden Age of RPGs

In the 1980s, RPGs entered their golden age. The release of the Advanced Dungeons & Dragons (AD&D) rules in 1977 helped to standardize the game, and it soon became the most popular RPG in the world. Other popular RPGs from this era include RuneQuest, Traveller, and Warhammer Fantasy Roleplay.

The golden age of RPGs was a time of great creativity and innovation. Game designers were constantly coming up with new ideas, and the games became more and more complex and sophisticated. This was also the time when RPGs began to be used in educational settings, as a way to teach students about history, literature, and other subjects.

The Modern Era of RPGs

In the 1990s, RPGs began to decline in popularity. This was due in part to the rise of video games, which offered a more immersive and interactive experience. However, RPGs never completely disappeared, and they have continued to be played by a small but dedicated group of fans.

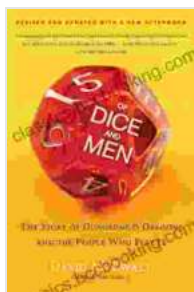
In recent years, RPGs have experienced a resurgence in popularity. This is due in part to the release of new and innovative games, such as Pathfinder and Shadowrun. RPGs have also become more accessible than ever before, thanks to the internet and online gaming.

The Future of RPGs

The future of RPGs is uncertain. However, there are a number of reasons to be optimistic. RPGs have a long and storied history, and they have proven to be a resilient form of entertainment. As technology continues to evolve, RPGs will likely continue to evolve as well. It is possible that we will see even more innovative and exciting RPGs in the years to come.

Of Dice and Men is a comprehensive and engaging history of RPGs. This book is a must-read for anyone interested in the history of gaming, or for anyone who wants to learn more about the fascinating world of RPGs.

Whether you are a seasoned RPG veteran or a newcomer to the hobby, Of Dice and Men is sure to entertain and inform you. So grab a copy today, and start your own journey through the history of RPGs.



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