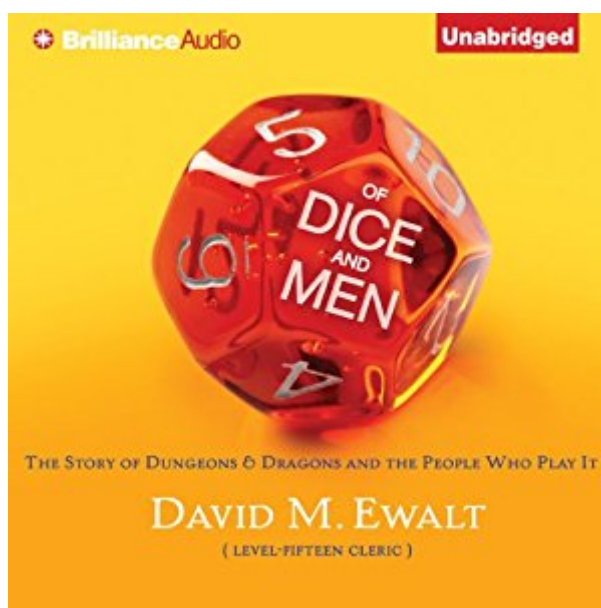The book was found

Of Dice And Men: The Story Of Dungeons & Dragons And The People Who Play It

Synopsis

Here, there be dragons. Ancient red dragons with 527 hit points, +44 to attack, and a 20d10 breath weapon, to be specific. In the world of fantasy role-playing, those numbers describe a winged serpent with immense strength and the ability to spit fire. There are few beasts more powerful - just like there are few games more important than Dungeons & Dragons. Even if you've never played Dungeons & Dragons, you probably know someone who has: the game has had a profound influence on our culture. Released in 1974 - decades before the Internet and social media - Dungeons & Dragons inspired one of the original nerd subcultures, and is still revered by millions of fans around the world. Now the authoritative history and magic of the game are revealed by an award-winning journalist and lifelong D&D player. In Of Dice and Men, David Ewalt recounts the development of Dungeons & Dragons from the game's roots 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 D&D's profound impact, Ewalt weaves laser-sharp subculture analysis with his own present-day gaming experiences. 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.

Book Information

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Customer Reviews

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).

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 D&D 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.

This book, as other reviewers have pointed out, would have been better off as two smaller books. David M. Ewalt does a great job chronicling the history of D&D, TSR, and Gary Gygax, but too much time is spent on his personal experiences playing D&D and other role playing games. The stories about his play groups and friends are mostly entertaining but not essential. The D&D history section, on the other hand, is superb. You'll learn a lot about how the game was developed and the history of tabletop war games. The "satanic scare" of the 80s and 90s is reviewed, along with some of the TSR inter-office disputes and eventually downfall. Ewalt provides great details about each D&D set release and the controversy surrounding rules changes. Unfortunately, there is quite a lot of filler in the book, but it's worth it for the historical content alone.

Some books are like fast friends. You pick and 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 Dungeon 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. D&D 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 itÃƒÂ¢Ã â ¬Ã â„¢s 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 GygaxÃƒÂ¢Ã â ¬Ã â„¢s shoulder or are seated Dave ArnesonÃƒÂ¢Ã â ¬Ã â„¢s Blackmoor table. Let Ewalt's delightful book take you on a fun tour of world of Dungeons and Dragons.Highly Recommended

I grew up during the "Red Box" days of Dungeons and Dragons but never really new the history of the game, beyond knowing the notorious name Gary Gygax. I was looking for a book that would give a detailed history, and that's exactly what I found in this book. The author clearly went to great lengths to tell an accurate story, seeking out the people who were there at the very beginning (sadly without input from the late Gygax himself). From the very early days of tabletop war games up to the present ownership of D & D by Wizards of the Coast, this book is in-depth and informative. And the author's passion about the subject shines through.I could have done without the author's retelling of one of his own D & D campaigns; the interactivity that makes pen and paper rpg's so much fun don't always translate that well to a single-person narration after the fact. For those interested in immersing themselves in a real-time campaign without being able to play in one, I'd highly recommend the podcast "Critical Hit" which records a group of 6 players while they're playing through a campaign in real-time.

Thank you David for 'Of Dice & Men' Your book was long overdue to be written for both gamers and non-gamers alike. I've been playing D&D since I was 12 years old and now I'm well into my 40's and yes proudly still proudly playing D&D whenever time permits. I feel the analogy comparing D&D and living in the 'real' world where experience points and levels translates is something that makes perfect sense to me and anyone who really embraces the true spirit of the 'game' of life. I really appreciate the level of detail you went into with your research on gaming and spent the time to weave how the relevance of games affects society. I found the back story of Gary Gygax and Dave Arneson intriguing and the evolution of how D&D came into the mainstream a groundbreaking era for games. I really believe this book is a must read not only for any fan of fantasy literature or games but anyone who truly feels they were ever an outsider for not taking part in the 'mainstream sports' games of American culture. Reading your book took me right back when I first played D&D, the the sense of wonder, awe, and inspiration of the imagination.You have eloquently captured the heart and soul of why so many people love this game. Thank you David Ewalt!

I very much enjoyed the author's way of mixing the narrative of his characters into the non-fiction of the origins of D&D. The rise and fall of TSR, the evolution of the game from its war gaming roots, and the passing of the torch to 5e...an interesting read. I further enjoyed the author's journey in rediscovering a childhood joy, and coming to terms with what it means to pursue that joy as an adult.

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