y Darryl Wimberly & Jon Samsel Published by The Carronade Group, \$24.95

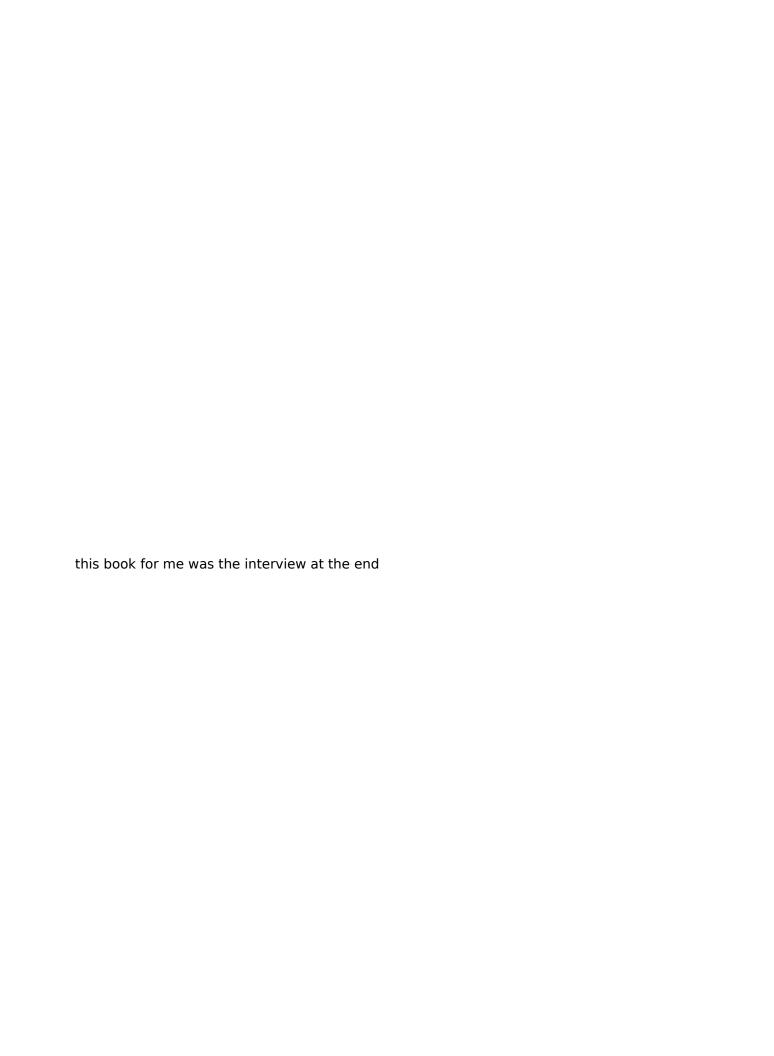








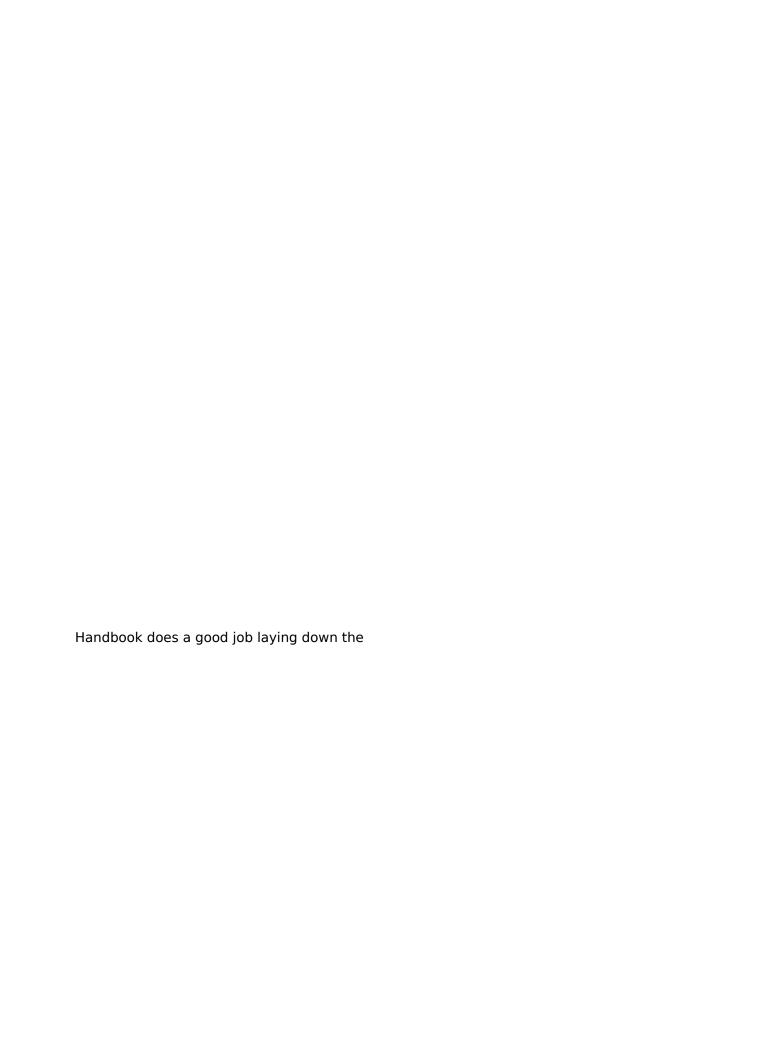
















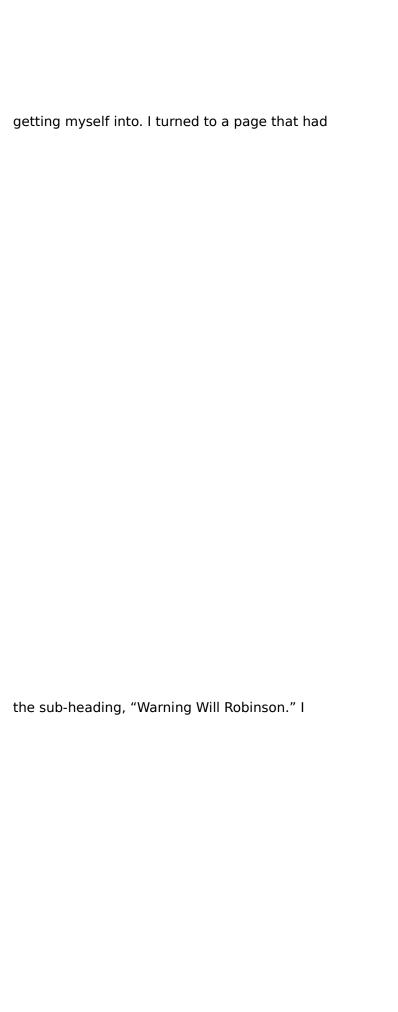


interruption, and as I've previously stated, I
think there are really two books here. My definition of a story is what happens to characters that you care about, and this book doesn't do anything to forward the idea of creating those types of characters for an interactive game. There are excellent chapters on Story Structure, and Spine, however. So, for the novice, I recommend this book highly. Just don't let the spelling mistakes throw you off track.
• • •









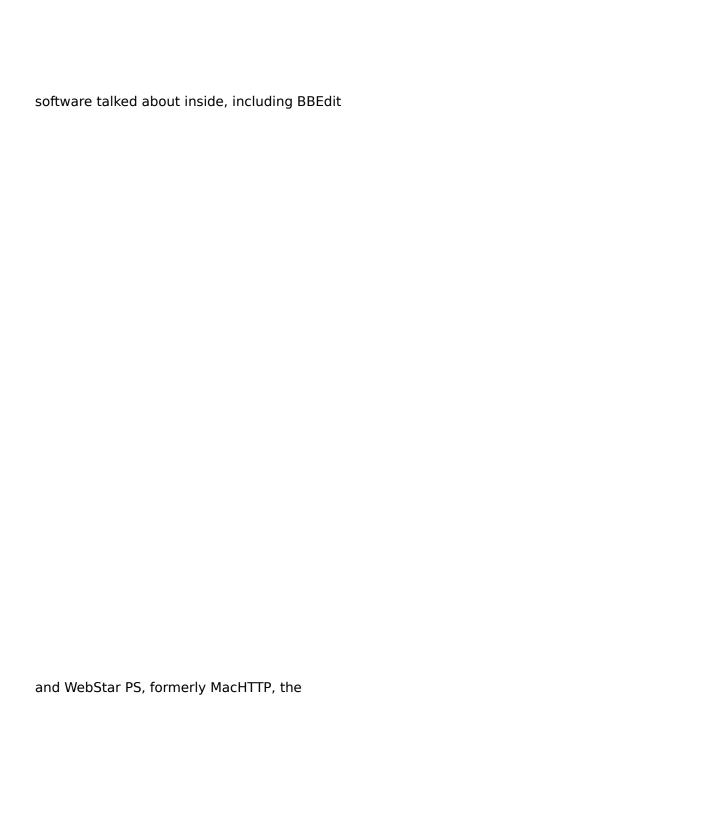




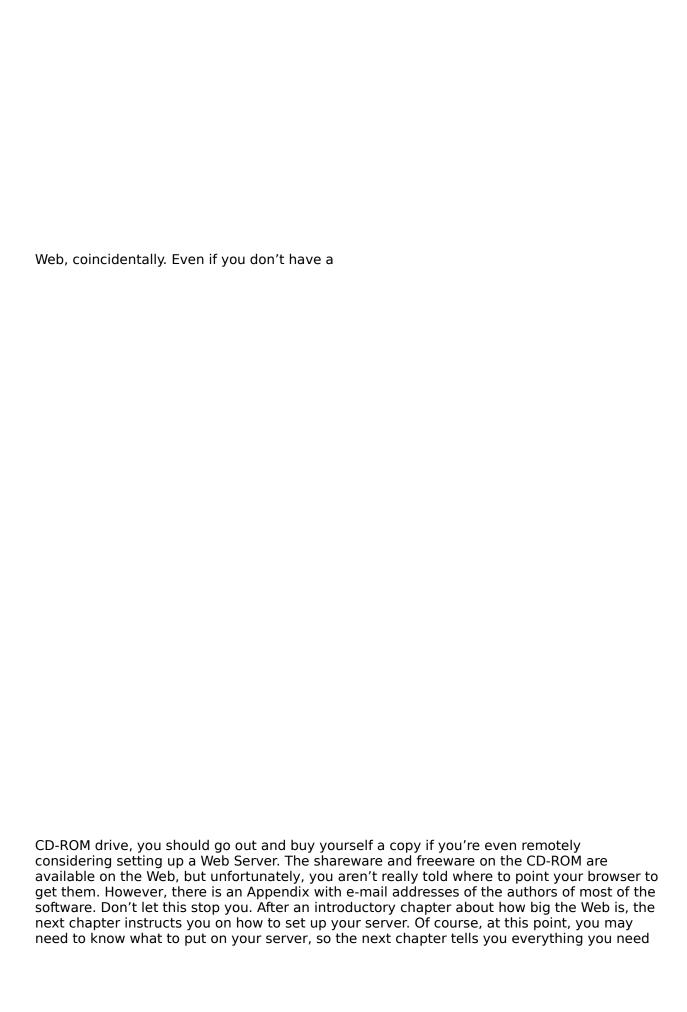












to know about HTML, even if you're afraid to ask. After that is an explanation of how to make your server really cool, followed by the CGI chapter. Last but certainly not least, is a chapter full of "Interviews with the Gods," which is self explanatory. The subtitle of this book is, "How to Build Your Own World Wide Web Server Without Really Trying." If you have a serious interest in setting up a Web Server at either your home or office, I suggest you go to your nearest Super Crown, and ask for WebMaster MacIntosh.

ike Shields is always happy to review your book, software, or hardware. Yes, he's begging for free stuff, and can be contacted at: MShields@ccgate.hac.com.