

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

really wanted to like this book. It had the

chance to be the Syd Field book of its genre. In

fact, by default, it is, as there is really no

other book out there that compares. However,

the spelling and grammatical errors that

could of been taken care of with any half-way

decent spell-checker, took me out of the flow

just as I was getting into it. The high point of

this book for me was the interview at the end

of every chapter of people that have actually

gone and done it in the multimedia business,

passing on their expertise. In fact, I'd like to

see a book with only such these interviews.

But, I digress. The Interactive Writer's

Handbook does a good job laying down the

foundation of how to create a multimedia

presentation. If you want to break into the

biz, this would be the place to start. Whereas

the interviews are an asset, they are also an

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.

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by Bob Levitus & Jeff Evans
Published by AP Professional, Price Unknown

s I do with every book I receive for review

(OK, this is the second one), I randomly open to

a page and start reading, just to see what I'm

getting myself into. I turned to a page that had

the sub-heading, "Warning Will Robinson." I

was hooked. Reading the foreword to this book

by Carl De Cordova almost made me go out and

get 10K to set up my own Web Server. And

that's exactly what this book instructs you to

do. The chapters on HTML and CGI alone are

worth the price of the book. In addition, you're

provided with a CD-ROM that contains all the

software talked about inside, including BBEdit

and WebStar PS, formerly MacHTTP, the

excellent shareware utility available on the

Web, coincidentally. Even if you don't have a

CD-ROM drive, you should go out and buy yourself a copy if you're even remotely considering setting up a Web Server. The shareware and freeware on the CD-ROM are available on the Web, but unfortunately, you aren't really told where to point your browser to get them. However, there is an Appendix with e-mail addresses of the authors of most of the software. Don't let this stop you. After an introductory chapter about how big the Web is, the next chapter instructs you on how to set up your server. Of course, at this point, you may need to know what to put on your server, so the next chapter tells you everything you need

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.