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Author: Game Strategy Center
Microsoft, Age of Empires



Hannibal might not have been able to take his Carthaginians any through the gates of Rome, but you don't survive their chariots and catapults, and it's off to the Coliseum!

The **Inside Moves** series provides game players with tips, tricks, tactics, and strategies for Microsoft games and Microsoft Internet Gaming Zone play.



About the Author:

Steven Kent writes about computer and video games for *MONDO*, the *Los Angeles Times Syndicate*, *USA Today*, the *Chicago Tribune*, and several other publications. Considered the leading historian in the industry, Kent writes the "Retroview" column for *Next Generation Magazine*. His 700-page book on the history of video games is scheduled to be published in 1999. His previous books include strategy guides to Microsoft's Age of Empires, Wing Commander II, and Total Commander.

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and also discusses HCI in the context of specific domains including healthcare games and the aerospace industry **The Rough Guide to Videogaming** Kate Berens, Geoff Howard, 2002 Videogamers will find all they need to know in this collection of reviews of the top 150 games Includes a roundup of monthly magazines and e zines and Web site contact information for all hardware manufacturers game developers and publishers mentioned in the guide Screen shots *The Cumulative Book Index* ,1999 **All-in-one A+ Certification Exam Guide** Michael Meyers, Mike Meyers, 2002 This is the number one exam guide from the number one author in A certification Michael Meyers The topics in this book highlight actual areas of study and contains more than 1 000 illustrations The British National Bibliography Arthur James Wells, 2009 **Computer Buyer's Guide and Handbook** ,2001-07 *American Book Publishing Record* ,2001 *Bedford's Tech Edge* ,2003 **Software and CD-ROM Reviews on File** ,1999 *PC World* ,2003 *Paratextualizing Games* Benjamin Beil, Gundolf S. Freyermuth, Hanns Christian Schmidt, 2021-11-05 Gaming no longer only takes place as a closed interactive experience in front of TV screens but also as broadcast on streaming platforms or as cultural events in exhibition centers and e sport arenas The popularization of new technologies forms of expression and online services has had a considerable influence on the academic and journalistic discourse about games This anthology examines which paratexts gaming cultures have produced i e in which forms and formats and through which channels we talk and write about games as well as the way in which paratexts influence the development of games How is knowledge about games generated and shaped today and how do boundaries between popular criticism journalism and scholarship have started to blur In short How does the paratext change the text PC Magazine ,2003 *Cumulated Index to the Books* ,1999

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