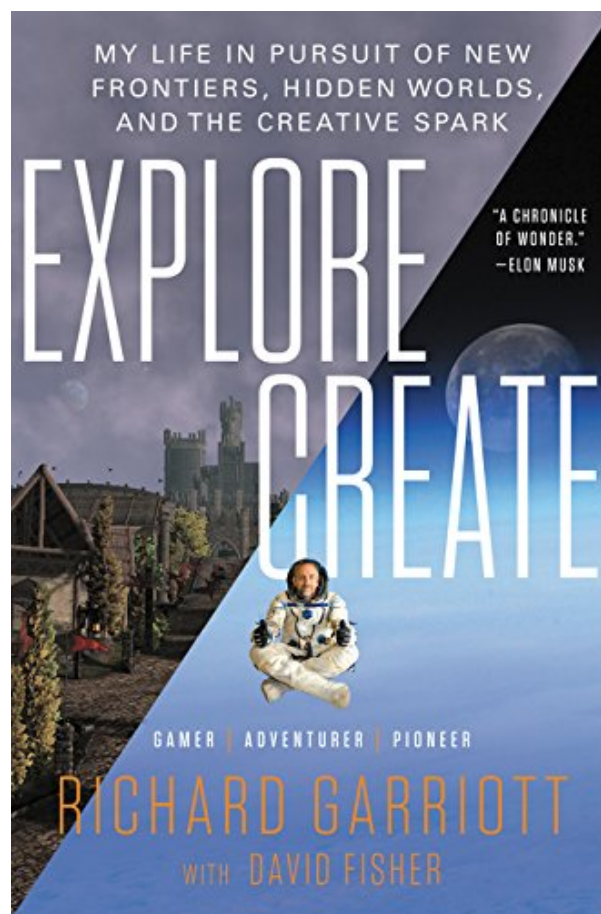
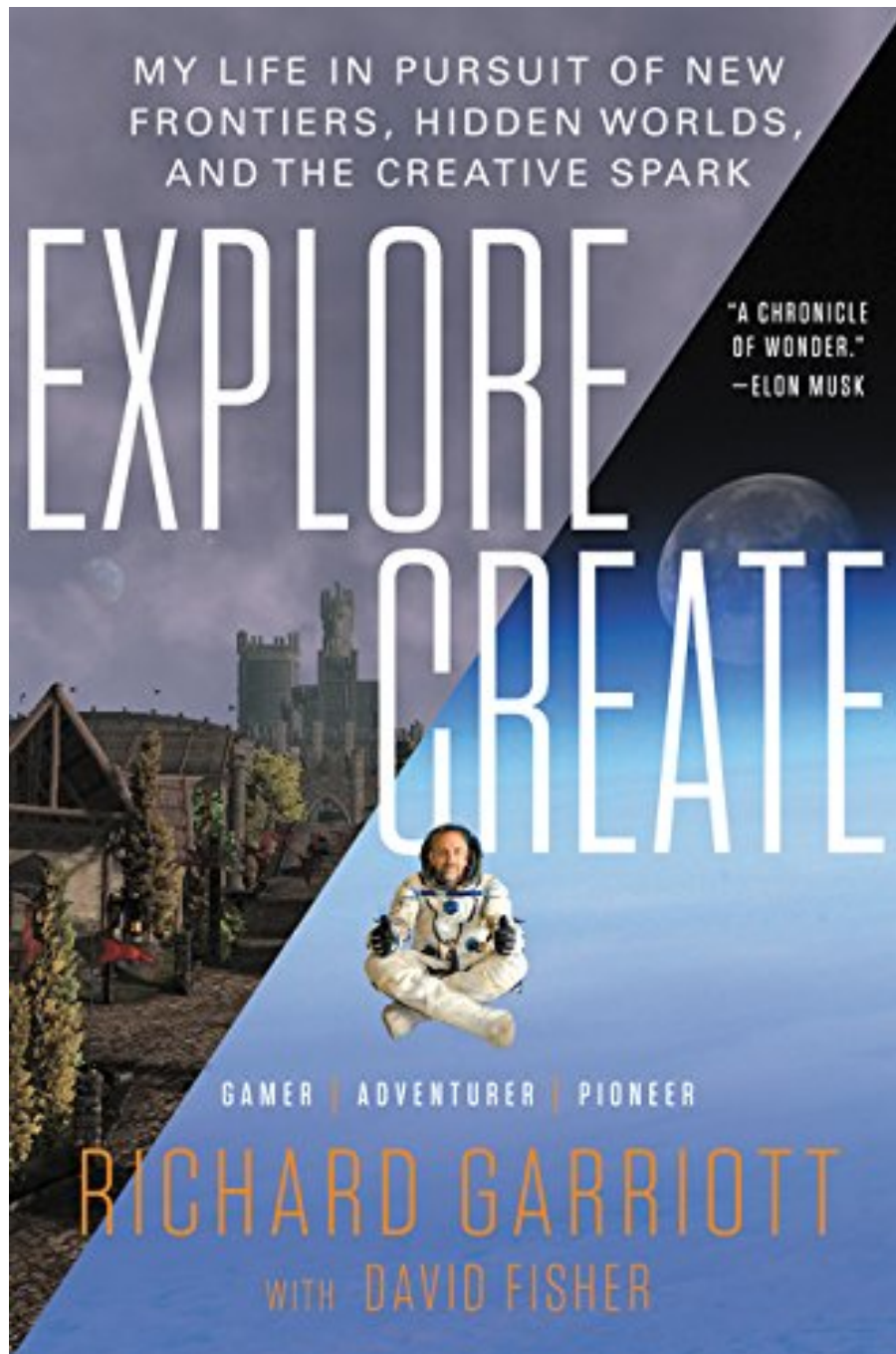


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Features

- Explore Create My Life in Pursuit of New Frontiers Hidden Worlds and the Creative Spark

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Tremendous but slightly flawed autobiography from a genius creator/explorer.

By Tabe

"Explore/Create" follows a unique structure for autobiographies. Each chapter follows a theme - either "Explore" or "Create". The "Explore" chapters deal with Richard Garriott's adventures to the bottom of the ocean or as a space traveller. Meanwhile, "Create" chapters are dedicated to Garriott's long line of amazing games. The two types are roughly equal in number. The upside of this structure is that it allows Garriott to go in-depth on items that are not exactly his "life story". The downside is that personal details about his life are far less numerous than they should be. There's precious little in here about his wife and family, for example.

The stories Lord British tells are very compelling. His tale of going down to the wreck of the Titanic - and getting stuck - is fantastic. His many detailed stories about his attempts to get space travel opened up to the public, and space travel itself, are (one exception, below) great. His spirit for adventure and exploration shine through in every word.

Garriott's stories behind his games are also really good. He goes into a good bit of depth on creating a unique language for Tabula Rasa and the challenges that presents. As expected, he spends the most time on Ultima IV, his groundbreaking RPG from the 80s. That said...if you're looking for in-depth studies of each Ultima, you'll be sorely disappointed. Ultimas 2, 3 & 6 are barely mentioned, if at all, while Ultima 9 seemingly doesn't exist in Garriott's world. He also makes the bizarre claim that Ultima 5 was developed on the PC and not the Apple II. And while 4 of his Ultimas are basically ignored, we get multiple pages on taking a poop in space. Ugh.

Unfortunately, through it all, Garriott comes off as having a gigantic ego. His biggest failures are either blamed on outside forces (Ultima 8) or ignored completely (Ultima 9). He mentions over and over and over that he's got lots of money and spends it. He goes into detail on why he's not the "Father of the MMORPG", including a confrontation with a detractor, but then claims the title for himself anyway (a title he has not earned, IMHO). When describing the haunted houses he would create, he wants to make sure you know that they're always really EXPENSIVE. Believe me, I'm still a huge fan of Lord British and his work but I was definitely turned off by his ego and bragging a little bit.

In the end, "Explore/Create" is an excellent book. I loved reading it and I think any fan of the Ultima games, or Richard Garriott himself, would agree.

0 of 0 people found the following review helpful.

This is a fun and easy read about a fascinating man who has ...

By Lori

This is a fun and easy read about a fascinating man who has been to the heights of space and the depths of the Titanic and around the globe, but is still a chill dude that likes making and playing video games. Recommended for both fans of Richard Garriott and anyone that may enjoy hearing engaging stories about exploring, creativity, and building a gaming business in the midst of it all.

0 of 0 people found the following review helpful.

GRAND ADVENTURE

By Amazon Customer

This is a very good book. Get ready to be taken on a great adventure. This is more than just a gaming book. It's about haunted houses, magic, geo-caching and much more. I'm about 3 quarters of the way done and will be sad when it's done. Would recommend this book for any one who wants to know more about gaming or is ready to be taken on a great adventure. Very good book.

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