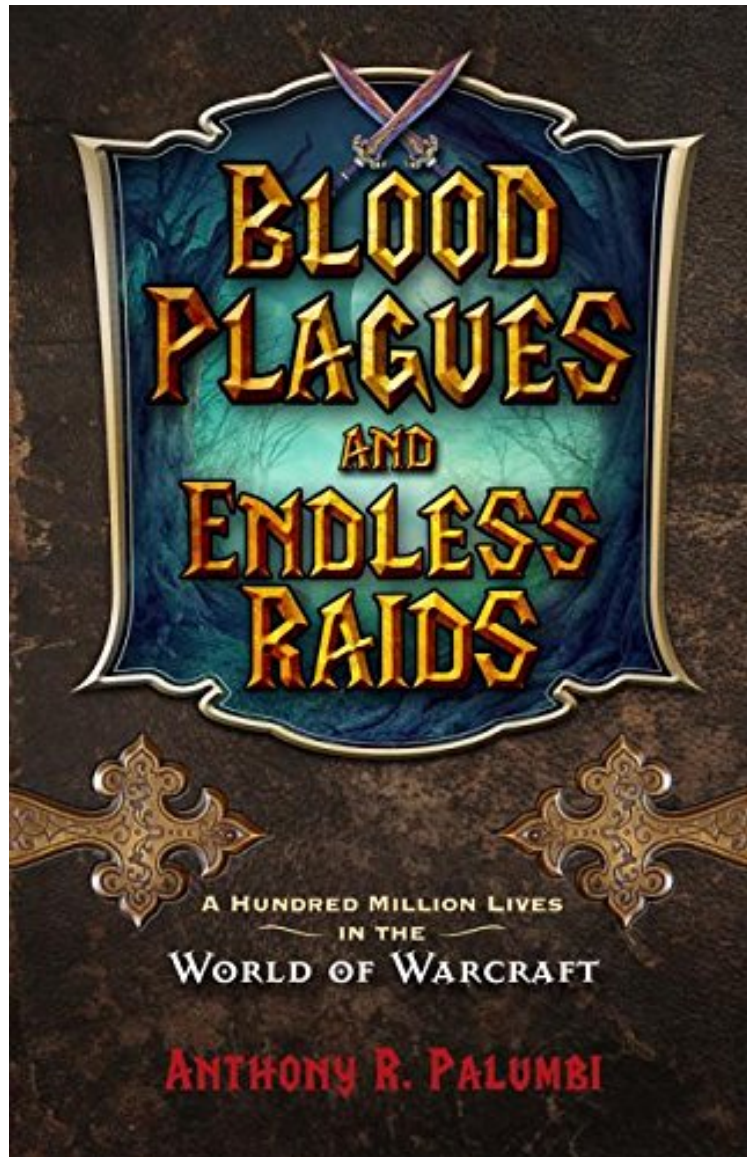


(Free) Blood Plagues and Endless Raids: A Hundred Million Lives in the World of Warcraft

Blood Plagues and Endless Raids: A Hundred Million Lives in the World of Warcraft

Anthony R. Palumbi

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Anthony R. Palumbi : Blood Plagues and Endless Raids: A Hundred Million Lives in the World of Warcraft before purchasing it in order to gage whether or not it would be worth my time, and all praised Blood Plagues and Endless Raids: A Hundred Million Lives in the World of Warcraft:

1 of 1 people found the following review helpful. this book was amazing to both delve into the nostalgia and really see

...By Alex Danielle I borrowed this book from the library on a whim - not one to read nonfiction in general. I've been on and off playing WoW since its inception but haven't been able to play in years due to various reasons. Reading this brought it all back! I could feel myself in the same places the author describes, smiling at the inside jokes and "native" lingo. It actually pushed me that last step to re-subscribe though my computer in its current state certainly can't take the hits. All the more reason to build the gaming computer that's been sitting in my list! As a player, this book was amazing to both delve into the nostalgia and really see how the game connected the dots in my life. It's not just a game...WoW transformed into something so much more and I think Anthony captures this beautifully. Definitely adding it to my personal library collection. 1 of 1 people found the following review helpful. love, hate By David R Emme I'm not a gamer, but I found the World of Warcraft and the people in it fascinating. All the elements of our society show up in this huge, immersive online community; love, hate, crime, fantasy, economy, friendship, and the entire emotional spectrum of the human experience. I was captivated by the interplay of our real world with this fictional one, a gray and overlapping web of reality and fantasy that Mr. Palumbi does an amazing job of illustrating to the reader, while calling out the most interesting parts like a seasoned tour guide. Real human "gold farmers" in China who amass in-game resources and sell them for real money, relationships and friendships that begin (and sometimes end) online, and a really good chapter illustrating society's rapidly evolving response to online gaming, illustrated by two late night talk show interviews. I assume that if you played WoW, you will want to read this book. The writing is excellent and the author really knows WoW. If you don't play online games, I think you will be blown away by the depth of this world you have never seen, and shocked by this parallel universe that exists and captivates so many people around you. Highly recommended, I look forward to Mr. Palumbi's next book!

In 2005, the video game World of Warcraft struck the cultural landscape with tidal force. One hundred million people have played WoW in the twelve years since. But those people did more than play. They worked, they fought, they triumphed, they held entire game servers hostage, they even married each other in real life. They developed new identities, swapping their workaday selves for warriors, mages, assassins, and healers. They built communities and rose to lead them. WoW was the world's first mass virtualization: before Facebook or Twitter, millions of people established online identities and had to reckon with the consequences in their real lives. Blood Plagues and Endless Raids explores this wild, incredibly complex culture partly through the author's engaging personal story, from absolute neophyte to leader of North America's top Spanish-speaking guild, but also through the stories of other players and the game's developers. It is the definitive account of one of the world's biggest pop culture phenomena. World of Warcraft is more than ones and zeroes, more than lines of code, and so its history must be more than pushing buttons or slaying dragons. It's the tale of a huge and passionate community of people: the connections they made, the experiences they shared, and the love they held for one another.

From the Mulgore plain to Draenor, Tony Palumbi and his avatar, a tauren shaman named Ghando, journey for years through the heroscape of World of Warcraft. Into these depths we plunge, too: Horde and Alliance, raiding and grinding, PvP battles and chat channels, guilds and ganking, leveling up, clearing dungeons, and making friends and enemies along the way. Writing a potent blend of cultural criticism and memoir, Palumbi's Virgil-like guide through a Dantesque digital underworld describes these travails with verve, wit, and wisdom. WoW the game may not be real, but what happens there is. Blood Plagues and Endless Raids shows us why we should care. Ethan Gilsdorf, author of Fantasy Freaks and Gaming Geeks