

Raymond E. Feist: Wikipedia Articles

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Summary:

Raymond E. Feist: Wikipedia Articles book pdf free download is give to you by dentepreto that give to you for free. Raymond E. Feist: Wikipedia Articles pdf download site made by Source Wikipedia at August 15th 2011 has been converted to PDF file that you can read on your macbook. For your info, dentepreto do not host Raymond E. Feist: Wikipedia Articles pdf books download on our site, all of book files on this site are collected on the internet. We do not have responsibility with copywright of this book.

Please note that the content of this book primarily consists of articles available from Wikipedia or other free sources online. Pages: 27. Chapters: Betrayal at Krondor, Midkemia, Tsurani, The Kingdom of the Isles, Kelewan, The Empire of Great Kesh, Conclave of Shadows, Return to Krondor, Novindus, The Riftwar Saga, The Serpentwar Saga, Elvandar, Krondor's Sons, The Riftwar Legacy, Darkwar Saga, Rage of a Demon King, Empire Trilogy, Pantathians, Crydee, Duchy of Olasko. Excerpt: Betrayal at Krondor is a DOS-based computer role-playing game developed by Dynamix and published by Sierra On-Line in 1993. Betrayal at Krondor takes place largely in Midkemia, the fantasy world developed by Raymond E. Feist in his Riftwar novels. The game is designed to resemble a book, separated into chapters and narrated in the third-person with a quick-save bookmark feature. Although neither the dialog nor narrative were written by Feist himself, the game is considered canon as it has been novelized by Feist as Krondor: The Betrayal and events in the game were subsequently written into his later Riftwar novels. PyroTechnix completed a long-anticipated sequel, Return to Krondor, which was released by Sierra in 1998. It went through considerable development problems and was not as warmly received as its predecessor. The main interface of Betrayal at Krondor. The party is travelling east along a road. Gameplay occurs mainly from a first-person perspective while traveling in the overworld, dungeons, and caves, but switches to a third-person view during combat. The user interface is mouse-driven, with keyboard hotkeys for most actions. The game has two possible views, the 3D first-person view and the 2D top-down map view, where the player is represented with a triangular marker. The overworld is completely mapped, but other locations are automatically mapped in the top-down view as the player explores them. The player can also view the full map of Midkemia and see their location. Each chap..

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