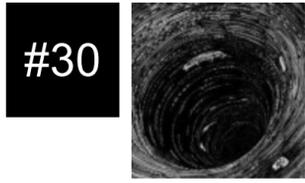


POWER GRID

30 Great Gaming Geeks



Sean Malstrom

Gaming journalists are often accused of being too cowed by the clout of their advertisers to make really deep, cutting criticism. Against that backdrop, curmudgeonly gaming blogger Sean Malstrom... [Read on...](#)



Brad Wardell

Wait a minute, why is Brad Wardell on this list? Didn't he just do that Galactic Civilizations thing, which went through fifteen years and three major operating systems before actually making any... [Read on...](#)



Chris Crawford

Let's see: if you were a legendary video game designer on the verge of giving the finger to your entire industry, would you do it by standing up at a gaming convention, recounting your... [Read on...](#)



Greg Costikyan

Let's imagine for a moment - imagine that the game industry's current oligarchy of publishers is toppled by an elite band of steely-eyed, hard-line Men of Conviction. The purges begin in... [Read on...](#)



Ken and Roberta Williams

Ever wonder at what point adventure games grew up from being Zork-style agglomerations of text (no offense, Infocom!) and started on the sprite-dappled path towards Myst and Monkey Island? Yeah,... [Read on...](#)



Jordan Mechner

All right, let's forget for a moment that Jordan Mechner's cultural impact is currently defined by an ill-advised film adaptation that would make Edward Said weep tears of blood. Let's instead... [Read on...](#)



Warren Spector

There is exactly one designer in the history of gaming whose works are significant and diverse enough for his ludography to be used as a litmus test. Want to know if someone is a Real Gamer? Ask... [Read on...](#)



Rand and Robyn Miller

It would have been enough to create one of the most successful games of all time - Myst - with tools roughly as advanced as PowerPoint 95 . Or, you know, to merely expand that seminal work into an... [Read on...](#)



Yahtzee

Whatever shape the Internet takes in the years to come, it's a safe bet that crude animation, vulgarity, and obscure video game references will continue to be its three most valuable exports,... [Read on...](#)



Rob Pardo

As a long time Blizzard employee, Rob Pardo was the lead designer for StarCraft: Brood War , all of Warcraft III , World of Warcraft , and the historical MMO's first expansion pack, The Burning... [Read on...](#)

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The Ten Unlikeliest MMORPGs

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In honor of the much-anticipated official launch of **Star Trek Online**, we thought we'd take a look at some of the unlikeliest franchise MMORPGs to ever see the light of day. How did **Hello Kitty Online** become a reality? How, for that matter, did **Lord of the Rings Online**? (Bear with us...)

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30 Great Gaming Geeks

- #20**  Originally a developer on the the early, industry-defining hits from id Software (Doom II, Quake, Quake II - yep, all the ones you've heard of), American McGee left in 1998 to join... [Read on...](#)

American McGee
- #19**  In purely financial terms, Pokémon creator and Game Freak founder Satoshi Tajiri towers above most of the gaming industry: Pokémon is the second most profitable gaming series in... [Read on...](#)

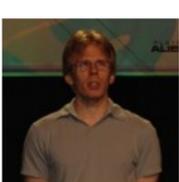
Satoshi Tajiri
- #18**  Epic Games lead designer Cliff Bleszinski , a.k.a. CliffyB, is one of the cool kids of the gaming world. According to the cool but slightly pretentious New Yorker profile on him, he drives a red... [Read on...](#)

Cliff Bleszinski
- #17**  Peter Molyneux is the sometimes overenthusiastic creator of the Black and White and Fable series, so he's at least partially responsible for the hours you spent alternately slapping or stroking an... [Read on...](#)

Peter Molyneux
- #16**  That's Richard Garfield , Ph.D to you. The mastermind behind Magic: The Gathering has a Ph.D in mathematics and a background in combinatorics, which he put to good effect in designing a game of... [Read on...](#)

Richard Garfield
- #15**  Tim Schafer is the writer and programmer behind the Secret of Monkey Island games and Grim Fandango . He founded his own company, Double Fine Productions , in 2000, and would go on to create the... [Read on...](#)

Tim Schafer
- #14**  Ron Gilbert is typically remembered as "the guy who did Monkey Island ," and among 40-somethings/fans of gaming esoterica, "the guy who did Maniac Mansion ." Gilbert's career, however, also... [Read on...](#)

Ron Gilbert
- #13**  Take a look at this handy chart . Everything descended from the Doom engine? Carmack . Everything descended from the Quake engine? Carmack. Half-Life 2 ? Carmack. Call of Duty ? Carmack. Vampire:... [Read on...](#)

John Carmack
- #12**  Penny Arcade has been around now for over ten years now, one of the most, if not the most, successful webcomics in history. But with PA, its not just about Mike Krahulik and Jerry Holkins doing a... [Read on...](#)

Mike Krahulik and Jerry Holkins
- #11**  Where to even begin with Ultima? Richard Garriott taught the gaming industry its most important lesson, one that hasn't even been fully absorbed today - that storytelling ability and game design... [Read on...](#)

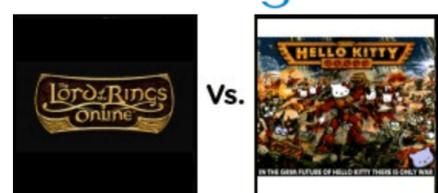
Richard Garriott

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Klaus Teuber

Well, you see, Klaus Teuber made this game called Settlers of Catan . Well, you don't really play against the other players, you sort of play with them. Yes, well, you can build armies, but you... [Read on...](#)



Sid Meier

Civilization : ever heard of it? From Azteca to Zululand, Sid Meier is renowned the world over as the man who introduced us to Wonders of the World, shields as units of productivity, and the race... [Read on...](#)



Hironobu Sakaguchi

Electronic role-playing games as we know them today would not exist without Hironobu Sakaguchi , the would-be electrical engineer who created the Final Fantasy series, directed or produced the... [Read on...](#)



Hideo Kojima

As the legendary creator and director of the Metal Gear series Hideo Kojima is undoubtedly tired of fanboys shouting "SNAAAAAAKE" whenever they see him at conventions. But the fanboys can be... [Read on...](#)



Monte Cook

Now, Monte Cook wrote the Dungeon Master's Guide for Dungeons & Dragons 3.0. For those of you who simply play or are "aware of" tabletop RPGs, this might not be a big deal. At best, now you... [Read on...](#)



John Romero

John Romero is one of the guys behind the rise of first-person shooters in the 1990's. His input lead to Half-Life , Doom , and Quake , and the guys over at Penny Arcade have admitted to having.... [Read on...](#)



Will Wright

If it's got "Sim" in the name, chances are pretty good that Will Wright , co-founder of Maxis, has something to do with it. SimCity, SimEarth, SimAnt, The Sims -- oh, and, uh, Spore -- all... [Read on...](#)



Reiner Knizia

More than almost anyone else, Reiner Knizia has led the way in creating the Eurogame genre. What's a Eurogame, you say? How about: a workable middle ground between drool-spattered Candyland-alikes... [Read on...](#)



Shigeru Miyamoto

If you want speedy confirmation that Shigeru Miyamoto is unassailably awesome, look no further than this epic Wikipedia page : "List of Nintendo games created by Shigeru Miyamoto." Mario , Donkey... [Read on...](#)



Steve Jackson

One of the longest-standing problems with tabletop role-playing games has been their stifling genre-specificity. Going outside of whatever Post-Apocalyptic, Dystopian Cyberpunk, or High Fantasy... [Read on...](#)

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