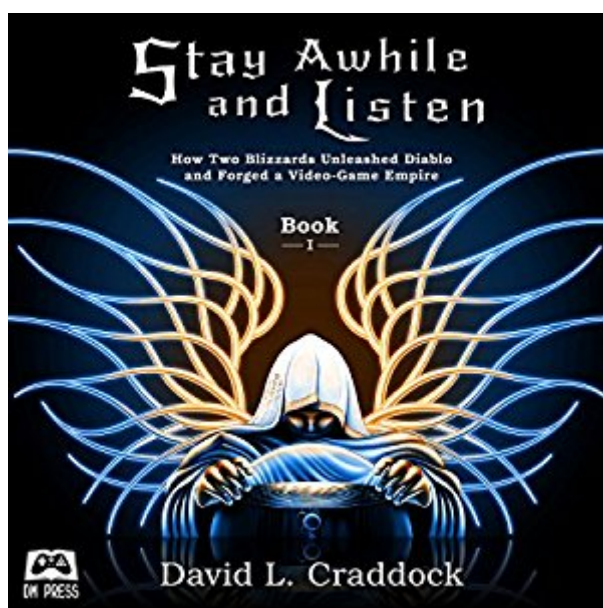


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# Stay Awhile And Listen: How Two Blizzards Unleashed Diablo And Forged A Video-Game Empire, Book 1



## Synopsis

Two companies. Two opposing cultures. One multi-billion-dollar video game empire. Stay Awhile and Listen: How Two Blizzards Unleashed Diablo and Forged a Video Game Empire invites listeners to discover the origin of Blizzard North, a studio built by gamers, for gamers, and Blizzard Entertainment, a convergence of designers driven to rule their industry. Composed from exhaustive research and hundreds of personal interviews, the Stay Awhile and Listen series divulges the fated meeting that brought the two Blizzards together, the clashes that tore them apart, and their transformation from grassroots democracy to corporate empire. At the center of it all - Diablo, a hack-and-slash adventure through the darkest recesses of Hell that changed online gaming forever.

## Book Information

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## Customer Reviews

I thoroughly enjoyed reading "Stay Awhile and Listen". These kind of books have an irresistible charm to me as a child of the 80's. My teen years were spent playing Diablo, Starcraft, X-com Apocalypse, Baldurs Gate, Fallout, Quake 2 and all the other masterpieces of the late 90's. It was a wonderful period of LAN parties, deathmatches and RPG adventuring. Gaming has never quite reached the same heights for me but I blame that on nostalgia rather than any lack of quality in newer games. I am thrilled that books like Stay Awhile are popping up, the history of gaming and game development is certainly a story worth telling and Craddock tells the story of the Blizzards in an excellent way. I am greatly looking forward to part 2. This book deserves as much praise as Kushners amazing "Masters of Dom"

Stay Awhile and Listen is one of the best reads I've had in so many years. David Craddock goes into such extreme detail on what may seem like trivial things - but to fans of Blizzard North, these things matter. Preserving and being able to have insight into the development of Diablo is something special. I highly recommend this to not only fans of Blizzard, but also anyone who wants to one day make video games. It provides invaluable knowledge on the ups, downs, in and outs of how things can and will go wrong - whether it be code or unhappy employees.

To be honest, I'm not a Diablo fan. It's one of those games you just know will appeal to you, but somehow I've managed to really never play it. I'm a huge fan though, of Blizzard Entertainment. Like thousands of others I grew up dreaming about becoming a game programmer myself and working for them making the next Starcraft at their offices in Irvine. That did not happen, but I'm still a huge fan of their work, and after reading David Kushner's majestic "Masters of Doom", I couldn't stop but wish somebody else, if not David himself, did something similar for Blizzard. Of course there are many videos and so on, but they could never really capture the true story of what really happened like a well-researched and lovingly-crafted book could. This book is, in many ways, an answer to my prayers. It's not quite at the level of Masters of Doom, but it definitely gets very close; even moreso than Kushner's follow up on Rockstar. If you're a Blizzard fan, even though Diablo might not be your favorite franchise, hop on and enjoy the ride. I can't wait to see where Books 2 and 3 will take us. Please make the wait quick?

If you are an avid gamer having been raised on video games from birth or an old timer who remembers their first moments playing Pong this book is for you. Mr. Craddock weaves an amazing factual account of three young men who started with nothing but a dream and created a multi million dollar video game empire. You Diablo fans out there will definitely enjoy the real story behind the game and for those who have not played Diablo perhaps its time to give it a try. This is a must read for anyone who wants insight on the birth of Diablo and the video game industry from its beginnings. Well-done Mr. Craddock.

This book is such a treat for anyone who loves to get the inside scoop on game development. All too often the stories behind the creation of great games go untold. Kudos to author David Craddock for capturing the history of Diablo and the talented personalities who crafted it into one of gaming's finest series. Harnessing an exhaustive amount of interview material, the book details the early days of Condor/Blizzard North. Reading about the turbulent times the team experienced the reader gets a

sense of how close the dream of Diablo came to disappearing. The book also records all perspectives regarding several well-known disagreements, enabling the reader to reach their own conclusions. If you are interested in game development or just a big Diablo fan this book will keep you entertained and provide insight into the challenges of making a dream into a reality.

As a senior citizen I have had no experience with computer games. The responsibilities of life were just too demanding. Since reading the book it's apparent that I've missed a challenge. David's careful presentation of the steps included in the development of Diablo along with the comments of the writers expanded my understanding. How difficult- what long hours- the 'new' ideas- the numerous artists- the different computer languages- all expanded my understanding of an experience (playing Diablo) that is missing from my life. It opened a new world for me. People who play computer games likely have no real knowledge of how the game/s originated. This book will open eyes to the process.

It's a phenomenal book. Because it consists mostly of direct quotes, there is never a doubt that the author is giving it to me straight, unlike much more editorialized Masters of Doom, and I respect that. It also establishes this rocking flow of a documentary, a couple of guitar chords away from being a BBC Making of a Great Album feature. I hope the Book II is coming, 'cause I want to read that s\*\*\* right now!

As a fan of Blizzard during my childhood and a fan of development/project post-mortem, this was a terrific read. I would put this alongside Console Wars and Masters of Doom as well written, thorough documenting of the trials of a development upstart. Anxiously awaiting Book 2.

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