



Garwulf's Corner: An Odyssey Into Diablo and the World Beyond the Video Game

Robert B. Marks

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At the dawn of the 21st Century, the video game industry experienced a period of wild creativity, fighting for recognition as an art form while making the transformation into a media juggernaut. And as it did, Garwulf's Corner was there, watching and commentating. One of the earliest, if not the first, video game issues columns on the Internet, Garwulf's Corner ran every two weeks from 2000 to 2002 on Diabloii.net. Written by Robert B. Marks, author of *Diablo: Demonsbane* and *The EverQuest Companion*, it explored everything up to and including *Diablo*, the birth of artificial intelligence, hackers, literature and movies, and the video game's struggle for legitimacy. Collected here for the first time in print - with new introductions and updates - are all 52 installments of Garwulf's Corner, along with the three columns written years later for the unpublished *Blurred Edge Magazine*, the holiday issue that never was, and the author's final word (so far) on *Diablo III* and *Diablo* in general. Insightful, controversial, witty, and thought-provoking, Garwulf's Corner is a journey into the world of video games that is still relevant today.

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