

# Bibliography

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## Internet

Websites, particularly those run by non-professional organisations or individuals, are notoriously ephemeral. The official websites for the four major game-fictions dealt with in this work are given below, but use of a combination of title, developer and publisher in any reputable Internet search engine should call up relevant material. A useful summary work of reference that also adds something approaching short critical commentary

to its listing of URLs is:

Rice, Simeon (2000), *Games*, London, The Good Web Guide.

## URLs

*Tomb Raider*

[www.eidosinteractive.co.uk/games/](http://www.eidosinteractive.co.uk/games/)

*Half-Life*

[www.valvesoftware.com/](http://www.valvesoftware.com/)

[www.sierrastudios.com/games/half-life/](http://www.sierrastudios.com/games/half-life/)

*Close Combat*

[www.ssiionline.com/cc5/index.html](http://www.ssiionline.com/cc5/index.html)

*SimCity*

<http://simcity.ea.com/us/guide/>

## Games (selected)

Games are cited in the following fashion: *Game Title* (date), developer, publisher (in some instances developer and publisher are the same).

*Age of Empires* (1997), Ensemble, Microsoft.

*Baldur's Gate* (1998), BioWare, Black Isle.

*Baldur's Gate: Tales of the Sword Coast* (1999), BioWare, Interplay.

*Baldur's Gate: Shadows of Amn* (2000), Bioware, Interplay.

*Black & White* (2001), Lionhead, Electronic Arts.

*Championship Manager: Season 01/02* (2001), Sports Interactive, Eidos.

*Close Combat* (1996), Microsoft.

*Close Combat II: A Bridge Too Far* (1997), Atomic, Microsoft.

*Close Combat III: The Russian Front* (1998), Atomic, Microsoft.

*Close Combat IV: The Battle of the Bulge* (1999), Atomic, SSI.

*Close Combat: Invasion Normandy* (2000), Atomic, SSI.

*Command & Conquer: Tiberium Sun* (1999), Westwood, Electronic Arts.

*Crimson Skies* (2000), Zipper Interactive, Microsoft.

*Discworld Noir* (1999), Perfect Entertainment, GT Interactive.

*Doom* (1993), id Software.

*Ecco the Dolphin: Defender of the Future* (2000), Appaloosa, Sega.

*Gunman Chronicles* (2000), Rewolf, Sierra.

- Half-Life* (1998), Valve, Sierra.  
*Half-Life: Opposing Force* (1999), Gearbox, Sierra.  
*Half-Life: Blue Shift* (2001), Gearbox, Sierra.  
*The Hobbit* (1982), Beam, Melbourne House.  
*Indiana Jones and the Infernal Machine* (1999), LucasArts.  
*Medal of Honor: Allied Assault* (2002), 2015, Electronic Arts.  
*Quake II* (1997), id Software.  
*Return to Castle Wolfenstein* (2001), Gray Matter, Activision.  
*The Settlers III* (1998), Blue Byte.  
*Shogun: Total War* (2000), Creative Assembly, Electronic Arts.  
*Sid Meier's Alpha Centauri* (1999), Firaxis, Electronic Arts.  
*Sid Meier's Civilization II* (1996), Microprose.  
*SimCity* (1989), Maxis, Brøderbund.  
*SimCity 2000* (1993), Maxis.  
*SimCity 3000* (1999), Maxis, Electronic Arts.  
*The Sims* (2000), Maxis, Electronic Arts.  
*Street Fighter 3: Double Impact* (2000), Capcom.  
*Sudden Strike* (2000), CDV Software.  
*Tekken 3* (1998), Namco.  
*Tomb Raider* (1996), Core Design, Eidos.  
*Tomb Raider II: The Dagger of Xian* (1997), Core Design, Eidos.  
*Tomb Raider III: Adventures of Lara Croft* (1998), Core Design, Eidos.  
*Tomb Raider: The Last Revelation* (1999), Core Design, Eidos.  
*Tomb Raider: Chronicles* (2000), Core Design, Eidos.  
*Unreal* (1998), Epic, GT Interactive.  
*Wolfenstein 3D* (1992), id Software, Apogee.

