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opening fenway park with style the 1912 world champion red sox is the collaborative work of 27 members of the society for american baseball research sabr this book which contains over 300 period photographs and illustrations has at its core the individual biographies of every player on the team even douglass smith who appeared in just one game there are also biographies of owner john i taylor and american league founder ban johnson the book also contains a detailed timeline of the full calendar year with essays on the construction of brand new fenway park and its first renovation as the team which won the pennant by 14 games prepared for fenway s first world series the 1912 world series remains one of the most exciting in baseball history extending to eight games because of a 14 inning tie game in game two in game eight the giants scored a tie breaking run to take a lead in the top of the 10th inning only to see boston come back with two in the bottom of the 10th to win at home other articles in the book detail intriguing topics including a fascinating spring training during which sox players joined the hunt for a murderer in hot springs life in boston in 1912 and how the newspapers and telegraph reported the games in the days before radio television or the internet it may surprise some to learn of the thousands of people who crowded outside the downtown offices of newspapers so they could get batter by batter updates on the progress of the world series games in progress there are more than a dozen books celebrating the 100th anniversary of fenway park but only this one is devoted to the 1912 season itself providing the context for the then new park which remains home to boston baseball a century later

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the genre of adventure games is frequently overlooked lacking the constantly evolving graphics and graphic violence of their counterparts in first person and third person shooters or role playing games they are often marketed to and beloved by players outside of mainstream game communities while often forgotten by both the industry and academia adventure games have had and continue to have a surprisingly wide influence on contemporary games in categories including walking simulators hidden object games visual novels and bestselling titles from companies like telltale and campo santo in this examination of heirs to the genre s legacy the authors examine the genre from multiple perspectives connecting technical analysis with critical commentary and social context this will be the first book to consider this important genre from a comprehensive and transdisciplinary perspective drawing upon methods from platform studies software studies media studies and literary studies they reveal the genre s ludic and narrative origins and patterns where character and the player s embodiment of a character is essential to the experience of play and the choices within a game a deep structural analysis of adventure games also uncovers an unsteady balance between sometimes contradictory elements of story exploration and puzzles with different games and creators employing a multitude of different solutions to resolving this tension

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