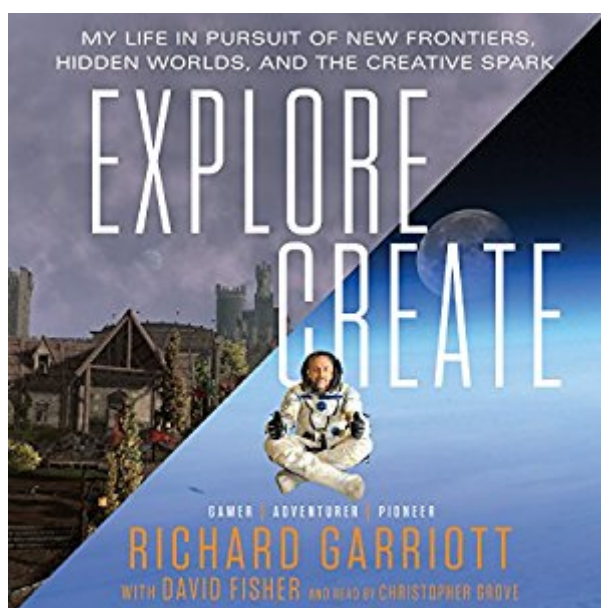


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# Explore/Create: My Life In Pursuit Of New Frontiers, Hidden Worlds, And The Creative Spark



## Synopsis

An inventor, adventurer, entrepreneur, collector, and entertainer, and son of legendary scientist-astronaut Owen Garriott, Richard Garriott de Cayeux has been behind some of the most exciting undertakings of our time. A legendary pioneer of the online gaming industry - and a member of every gaming Hall of Fame - Garriott invented the multi-player online game, and coined the term "Avatar" to describe an individual's online character. A lifelong adventurer and member of the Explorers Club, Garriott has used the fortune he amassed from the gaming business to embark on a number of thrilling expeditions. He has plumbed the depths of the Atlantic Ocean to see the remains of the Titanic, hunted for meteorites in Antarctica, and in 2008 became one of the first private citizens to be launched into space. Richard has been one of the foremost pioneers of the private space industry, investing his time and energy into making space travel more accessible. In this fascinating memoir, Garriott invites listeners on the great adventure that is his life. An audacious genius with an insatiable curiosity and an irrepressible playfulness, Garriott takes listeners on an unforgettable intellectual experience that is enlightening, adventurous, and fun.

## Book Information

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## Customer Reviews

"Explore/Create" follows a unique structure for autobiographies. Each chapter follows a theme - either "Explore" or "Create". The "Explore" chapters deal with Richard Garriott's adventures to the bottom of the ocean or as a space traveller. Meanwhile, "Create" chapters are dedicated to Garriott's long line of amazing games. The two types are roughly equal in number. The upside of

this structure is that it allows Garriott to go in-depth on items that are not exactly his "life story". The downside is that personal details about his life are far less numerous than they should be. There's precious little in here about his wife and family, for example. The stories Lord British tells are very compelling. His tale of going down to the wreck of the Titanic - and getting stuck - is fantastic. His many detailed stories about his attempts to get space travel opened up to the public, and space travel itself, are (one exception, below) great. His spirit for adventure and exploration shine through in every word. Garriott's stories behind his games are also really good. He goes into a good bit of depth on creating a unique language for Tabula Rasa and the challenges that presents. As expected, he spends the most time on Ultima IV, his groundbreaking RPG from the 80s. That said...if you're looking for in-depth studies of each Ultima, you'll be sorely disappointed. Ultimas 2, 3 & 6 are barely mentioned, if at all, while Ultima 9 seemingly doesn't exist in Garriott's world. He also makes the bizarre claim that Ultima 5 was developed on the PC and not the Apple II. And while 4 of his Ultimas are basically ignored, we get multiple pages on taking a poop in space.

Ugh. Unfortunately, through it all, Garriott comes off as having a gigantic ego. His biggest failures are either blamed on outside forces (Ultima 8) or ignored completely (Ultima 9). He mentions over and over and over that he's got lots of money and spends it. He goes into detail on why he's not the "Father of the MMORPG", including a confrontation with a detractor, but then claims the title for himself anyway (a title he has not earned, IMHO). When describing the haunted houses he would create, he wants to make sure you know that they're always really EXPENSIVE. Believe me, I'm still a huge fan of Lord British and his work but I was definitely turned off by his ego and bragging a little bit. In the end, "Explore/Create" is an excellent book. I loved reading it and I think any fan of the Ultima games, or Richard Garriott himself, would agree.

This is a fun and easy read about a fascinating man who has been to the heights of space and the depths of the Titanic and around the globe, but is still a chill dude that likes making and playing video games. Recommended for both fans of Richard Garriott and anyone that may enjoy hearing engaging stories about exploring, creativity, and building a gaming business in the midst of it all.

This is a very good book. Get ready to be taken on a great adventure. This is more than just a gaming book. It's about haunted houses, magic, geo-caching and much more. I'm about 3 quarters of the way done and will be sad when it's done. Would recommend this book for any one who wants to know more about gaming or is ready to be taken on a great adventure. Very good book.

learned a few things about my friend while reading his book

Having been lucky enough to meet Richard Garriott in person, I can personally attest to the fact that he is an amazing and extremely engaging storyteller. I really enjoyed this book. Richard has done many of the things that I would choose to do (and still hope to do) given the intersection of preparation and opportunity. Whether you are interested in space exploration, the virtual worlds of his "Ultima" video games, the exploration of the far reaches of our planet, or just want a little insight into the mind of one of the most fascinating entrepreneurs and explorers of our age, this book is definitely worth it. I have both the book itself, and the narration via Audible. The only possible complaint I might have is that the narrator in the audio book, while good, can't hold a candle to hearing Richard tell one of his stories in person. :-)

(OOC) Great book! I may be a bit bias since I have played UO since 1998. I also have a SotA account. I like that it delved deeper into Richards inner thoughts thru a lot of the book. Be well and prosper M'Lord! Thank you for a wonderful 20 years and counting. \*bows\* \*salutes\* NANOC of PaxLair

I played U8 and UO. I hope this book brings insights into those games. However, the submarine part in the begining is very exciting!

It's a pretty good book if you want to read about the kind of life you WISH you had. Richard Garriott comes across a bit arrogant in the book, but maybe it's hard to write about going into outer space and to the deepest part of the ocean without coming across a bit arrogant. Still it is undeniably interesting and there is a lot of cool stuff in the book especially if you are a bit of a geek. You do have to realize that it was autobiographical, so the viewpoint is a bit skewed. I remember listening along to the hurdles NASA posed when he bought his way onto the ISS, thinking what jerks they were being until I remembered that there was one of only 300 astronauts with PhDs, who went through a rigorous vetting process and harsh training that weren't going into outer space because some guy was able to pay \$20M to take one of their seats. I listened to this on audio from audible and one thing I have to say about the book was that the reader was not very good. I do not say this lightly because I have an immense amount of respect for the readers of these books and this is only the second time I would say that. He had virtually no emotion in his voice as he went through some pretty thrilling pages.

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