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Great Games You've Never Played

By Chris Campbell

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Do you know what you're missing?

Some of the best computer games ever made are likely games you've never heard of. Created by people and companies working in relative obscurity. They don't have million dollar budgets, some don't even have thousand dollar budgets. They don't have dedicated marketing departments, research analysts, sales teams, fancy offices, and cutting edge tools. They scrape together whatever tools they can, often discarded by the ultra rich game designers from their big shiny studios.

Making Miracles.

In spite of these deplorable working conditions, they create some of the most amazing games today. How do these game gems get created, and who are the miracle workers creating them. They're independent game designers. Sometimes called Indies for short. Working out of their bedrooms, garages, spare offices, and basements. They have a passion for what they do. They love games, they love the act of creation, and are relentlessly committed to their vision of what a game should be. They often build games they themselves would love to play. Simply because no one else will. These kind of games, you won't find at some big box electronics store casting it's shadow over your end of town. These brave Indies could care less what the marketing boys up on the 26th floor have to say about the latest game trends. Probably because their garages don't have 26 floors. They just know their love of games, and how much they love to play.

Where do Indies come from?

Indie game developers come from all different areas. They're often former artists, programmers, or designers of some big name software companies. Maybe that quiet little programmer in that tiny corner cubicle dreams of being an Indie one day. Tired of the corporate rat race, and looking to express themselves creatively they become Indies. Some of been lucky enough to avoid the corporate avenue altogether and make a living doing what they love from the beginning. Regardless of their origins, they all have the passion and desire to create. To be able to put their name on something really great. They want to be recognized for their abilities and worth. But, more than that they want you to play their games, and have fun doing so.

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Why are Indie games so good?

Indie games are good first and foremost, because they're fun. It's a game after all, and if it's not fun from the get go, then what's the point. They're also highly original, sometimes mainstream funny, sometimes just weird funny, sometimes morbid, sometimes creepy, and sometimes just downright gross. But, that's OK. Games should be a departure from the everyday. They should make you think in different, fantastic ways. So many big name games are just rehashed ideas done a thousand times before. Another sequel of the same old games from last year. Indie games are adventurous and risky. They take chances and devote time to make something unique. So, take a look around, and try a few, till you discover the one that matches your own bizarre and fantastic interests.

Chris Campbell, is that quiet little programmer in the tiny corner cubicle harbouring dreams of an Indie life. He likes to surround himself with his gaming masterpiece and those of other Indies at his website <http://www.SunAndGames.com>.

Correspondence E-mail or Postal Chess

By Michael Kanehl

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Correspondence Chess or E-mail Chess might be for you if can't spend a lot of time playing without interruptions because you also have a life

E-mail chess is an evolution from the postal chess which was very popular in the late 19th century. Both can be categorized under the term Correspondence Chess

Unlike postal chess where time is measured in days, online e-mail messages can be delivered almost instantaneously

Correspondence chess allows people or clubs geographically distant to play one another without meeting in person. The length of a game played by correspondence can vary depending on the method used to transmit the moves – a game played via server or by e-mail might last no more than a few months, but a game played by post between players in different countries might last several years.

Correspondence chess differs from over-the-board play in several respects. While in OTB chess only one game is played at a time (the exception being in a simultaneous exhibition), in correspondence chess several games are usually played at once. All games in a tournament are played concurrently, and some players may have more than a hundred games continuing at the same time

The time limits in correspondence play are usually between 30 and 60 days for every 10 moves. This allows for far deeper calculation, meaning that blunders are very rare. The use of any kind of assistance including chess databases and chess programs is allowed, although many hobby players voluntarily do without them

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The international governing body of correspondence chess is the International Correspondence Chess Federation (ICCF) which organises postal and e-mail events. There are numerous national and regional bodies for postal chess, as well as a number of organisations devoted to organising e-mail play (such as the International Email Chess Group (IECG) and International E-mail Chess Club (IECC)).

Discover all aspects of chess at <http://www.art-of-chess.com>



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