

# [PDF] Elfish Gene: Dungeons, Dragons And Growing Up Strange

Mark Barrowcliffe - pdf download free book

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**Books Details:**

Title: Elfish Gene: Dungeons, Dragon  
Author: Mark Barrowcliffe  
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**Description:**

**From Publishers Weekly** Starred Review. As a 12-year-old in England in 1976, Barrowcliffe (*Lucky Dog*) made a fateful choice: he started playing Dungeons and Dragons. Role-playing games were just beginning their rise, and Barrowcliffe, along with 20 million other socially maladapted boys, spent his adolescence in dining rooms and basements as a druid, warrior or magician, throwing oddly shaped dice and slaying monsters. While D&D allowed Barrowcliffe to escape his mundane, much-

bullied existence in an all-boys school, it also threw him into an equally cruel nerdiverse of Nazi wannabes, boys with nicknames like Rat and Chigger, and his polymath, Falstaffian best friend who once ate a still-frozen chicken pie on a bet. Barrowcliffe, whose own schoolboy nickname was Spaz, wonderfully captures the insensitivity, insecurity and selfishness of the adolescent male. His eye for the oddities of 1970s British life is equally astute. At times, Barrowcliffe's relentlessly self-deprecating humor descends into a tedium of self-loathing. The book also loses some of its focus toward the end when D&D gives way to heavy metal clubs and tolerant girlfriends. However, these are minor imperfections when measured against the quality of the author's vision. Barrowcliffe renders all the comedy and sorrow of early manhood, when boys flee the wretchedness of their real status for a taste of power in imaginary domains. (*Nov.*)

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**From School Library Journal** Adult/High School—In this autobiography, Barrowcliffe tells the story of a self-proclaimed nerd living in 1970s Coventry, England; Dungeons & Dragons; and the boys who played it. He provides a humorous look into the world of fantasy role-playing at a time when computer RPGs didn't exist and people were forced to use their imaginations. He recounts his foray into the game, his struggle to belong, and what ultimately led to his "growing up." The writing is often self-deprecating and combines views on the city with detailed descriptions of the gaming sessions. Despite-or, in part, because of—the long descriptions of gaming, this book will appeal to those interested in the RPG phenomenon. The author's character development leaves readers with a strong sense of who these boys were and why they played the game. This book is ideal for anyone who is into fantasy role-playing or interested in the cultural and social implications of such games.—*Kelliann Bogan, Colby-Sawyer College, New London, NH*

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