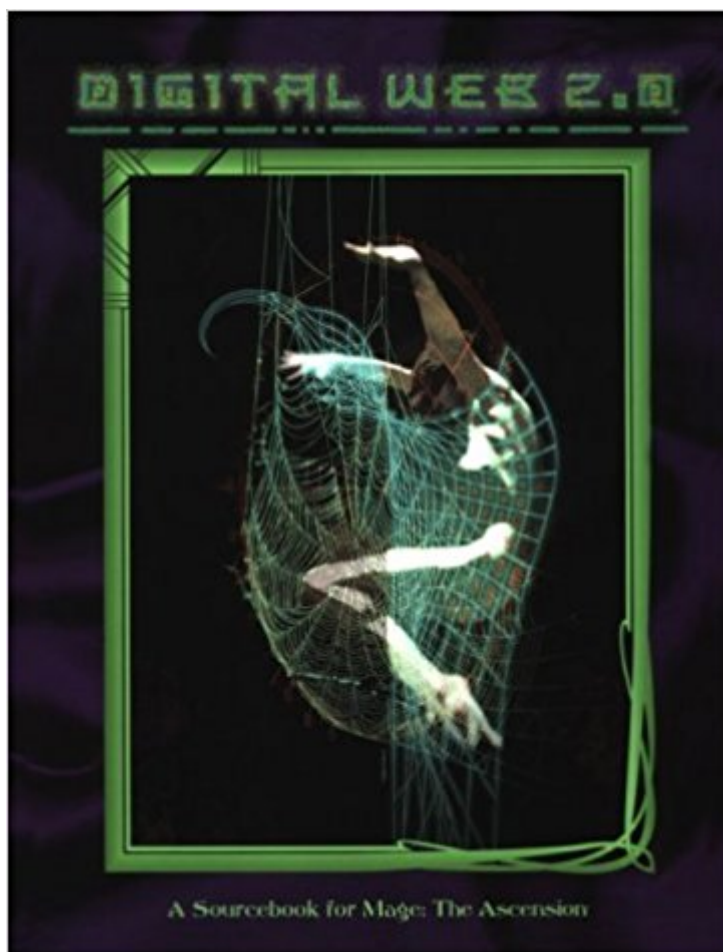


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# Digital Web 2.0 \*OP (Mage: The Ascension)



## Synopsis

Online Games

## Book Information

Series: Mage: The Ascension

Paperback

Publisher: White Wolf Publishing; Revised edition (October 29, 1998)

Language: English

ISBN-10: 1565044266

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Product Dimensions: 8.1 x 0.5 x 10.9 inches

Shipping Weight: 9.6 ounces

Average Customer Review: 3.7 out of 5 stars 3 customer reviews

Best Sellers Rank: #3,029,339 in Books (See Top 100 in Books) #87 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > Mage](#) #638 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > General](#)

## Customer Reviews

Online Games

Good condition. Great gift for a friend.

The Digital Web 2.0 is a book full of information about the Digital Web and the virtual reality world that makes a good home for the Virtual Adepts. These creatures of magic, once followers of the traditions, now spend their time exploring this new realm. With the hope that some day they will bring all the human kind to the ascension. The plans are to take all in to this digital web. The book itself doesn't explain how this will be possible, but explains the secret areas of these realm, as well the most common places to hang out and search for hot information. At the same time indicates waves of moving, fighting and hacking in the three possible ways of immersion. The normal, the astral and the holistical. Each one has their advantages, and each one has their own problems. The digital web, and his famous meeting place Spy Demise are the structural line of this book, and the structure is very good.

This book is a major overhaul of the earlier Digital Web book for Mage: The Ascension. It has lots of

little detail-ey improvements over the first edition, and some nice thoughtful material about games in the web, and storytelling in general. I'm not sure I'd encourage anyone to buy it if they had the eariler edition, unless they're obsessed with running games in the Web. But a modern Mage game ought to have \*some\* Digital Web in it, and if you don't have any verion of this book, I highly reccomend it. Also hs plenty of cool terminology and saucy web culture tidbits, and an interesting piece of history on the "recent crash" of the Web.

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