



Minecraft, Second Edition: The Unlikely Tale of Markus "Notch" Persson and the Game That Changed Everything

By Daniel Goldberg, Linus Larsson

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The incredible tale of a little game that shook the international gaming world--now with new material including a behind-the-scenes look at the sale to Microsoft.

For this second edition, the story has been enriched with more Minecraft than ever--a new section describes Minecraft's sale to Microsoft, Notch's less than heartwarming last day in the office, and Mojang's final days of independence.

His whole life, all Markus Persson wanted to do was create his own games. Create his own games and get rich. Then in 2009 a strange little project of his quickly grew into a worldwide phenomenon and, in just a few short years, turned its maker into an international icon.

Minecraft: The Unlikely Tale of Markus "Notch" Persson and the Game that Changed Everything is a Cinderella story for the Internet age—improbable success, fast money, and the power of digital technology to shake up a rock-solid industry. It's a story about being lost and finding your way, of breaking the rules and swimming against the current. It's about how the indie gaming scene rattled the foundations of corporate empires. But, above all, this is the story of how a creative genius chased down a crazy dream: the evolution of a shy amateur programmer into a video game god.

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