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By Daniel Goldberg, Linus Larsson

Ebury Publishing, United Kingdom, 2015. Paperback. Book Condition: New. 198 x 126 mm. Language: English . Brand New Book. Just a few years ago, Markus Persson was a bored IT-developer in Stockholm. In the evenings, he toiled away on a labour of love: a game with a tiny but dedicated online following. It was called Minecraft and Markus released it to the world in early 2009. The game itself looks deceptively simple. It resembles a digital version of Lego - bricks stacked on top of each other, giving players a world where they build whatever structures their mind can conjure. A breath of fresh air compared to the industry giants shooter games. In the space of a few years, Minecraft has become one of the most astonishing success stories of the internet age, attracting millions of players and proving how a single great idea can topple empires in the digital, post-industrial world. This is the story of the man behind the game. Here Markus opens up for the first time about his life. About his old Lego-filled desk at school, the first computer his father brought home one day and also about growing up in a family marked by drug...

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