

ENEVELD

# E-STYLE BOOK

IS BOOK

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*First printing, July 2020*

# Contents



*Dedicated to those who appreciate  $\text{\LaTeX}$   
and the work of Edward R. Tufte and Donald E. Knuth.*



# Voorwoord

IN TIJDEN WAARIN elk nieuwste hebbeding, bekend persoon of online fenomeen quasi meteen wordt uitgeroepen tot de tweede komst van Christus - laten we eerlijk wezen, ondertussen niet meer dan een ordinaire marketingtruc- durf ik te stellen dat Wouter Groeneveld een van de weinigen is die aanspraak mag maken op deze blijkbaar felbegeerde titel. Wouter bekwaamde zich de afgelopen jaren dan ook uitermate in Jezus' meest opvallende handelsmerk: het vermenigvuldigen en vervolgens delen van brood. Ik maak de uiteindelijke keuze niet maar volgens mij verdient dat een van de meer luxueuzere plekken in wat er ook na dit leven komt.

Blabla new aline a citatie <sup>1</sup>.

<sup>1</sup> Stuart E Dreyfus and Hubert L Dreyfus. A five-stage model of the mental activities involved in directed skill acquisition. Technical report, California Univ Berkeley Operations Research Center, 1980





# X

X is a 1992 space combat simulator video game developed by Argonaut Games and published by Nintendo for the Game Boy in Japan. The player assumes the role of the VIXIV starship as it must protect the planet Tetamus II from a mysterious race of aliens. Gameplay involves completing missions assigned by the “Training Academy Coach”, ranging from protecting bases from enemy fire or delivering cargo to a certain area.

**En toen was dat kapot boem zei het – dylan**

Notable for being one of the few attempts at a 3D video game on the Game Boy alongside Faceball 2000, X was the creation of Dylan Cuthbert, who would later design the original Star Fox for the Super NES. Commissioned by Argonaut president Jez San after being impressed by the Game Boy at the 1991 Consumer Electronics Show, Cuthbert and a team of others were forced to reverse-engineer the system due to official development kits being hard to find. It was designed after Argonaut’s earlier game Starglider 2 for the Amiga. Nintendo grew interested in the game during production and convinced Cuthbert and Argonaut to make it a first-party title for the console. A planned North American release named Lunar Chase was cancelled as Nintendo of America felt a game of its type was too advanced for a console meant for children.

X initially received mixed reviews from critics, often being praised for its impressive technological accomplishments but criticized for its high difficulty. Retrospectively, it was acclaimed for its historical importance and gameplay, often being compared to games such as



**Developer:** Argonaut Games

**Release:** 1992 (JPN)

**Genre:** Space combat simulator

Star Luster. A DSiWare sequel, *X-Scape*, was released worldwide in 2010.

# De boer, de molenaar en de brouwer

THE PAGES OF a book are usually divided into three major sections: the front matter (also called preliminary matter or prelim), the main matter (the core text of the book), and the back matter (or end matter).

## Nieuwe gedochtes

The pages of a book are usually divided into three major sections: the front matter (also called preliminary matter or prelim), the main matter (the core text of the book), and the back matter (or end matter).

Tufte's books include the following heading levels: parts, chapters,<sup>2</sup> sections, subsections, and paragraphs. Not defined by default are: sub-subsections and subparagraphs.

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<sup>2</sup> Parts and chapters are defined for the tufte-book class only.

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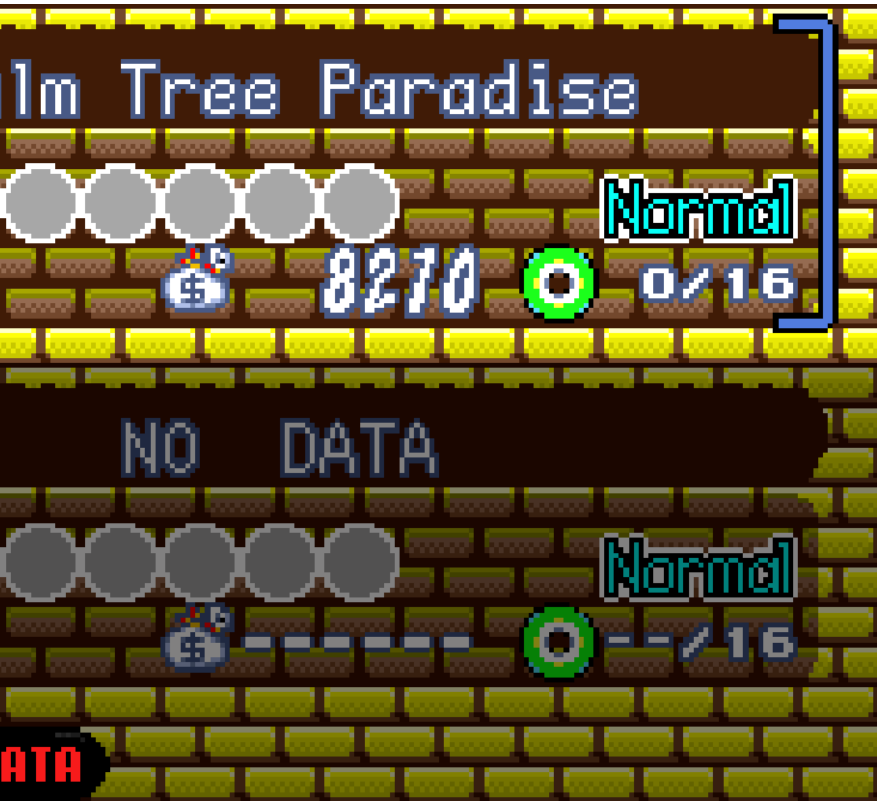
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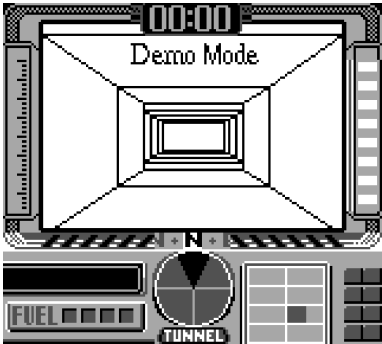
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Hilbert curves of various degrees  $n$ . Notice that this figure only takes up the main textblock width.



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# Bibliography

Stuart E Dreyfus and Hubert L Dreyfus. A five-stage model of the mental activities involved in directed skill acquisition. Technical report, California Univ Berkeley Operations Research Center, 1980.





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