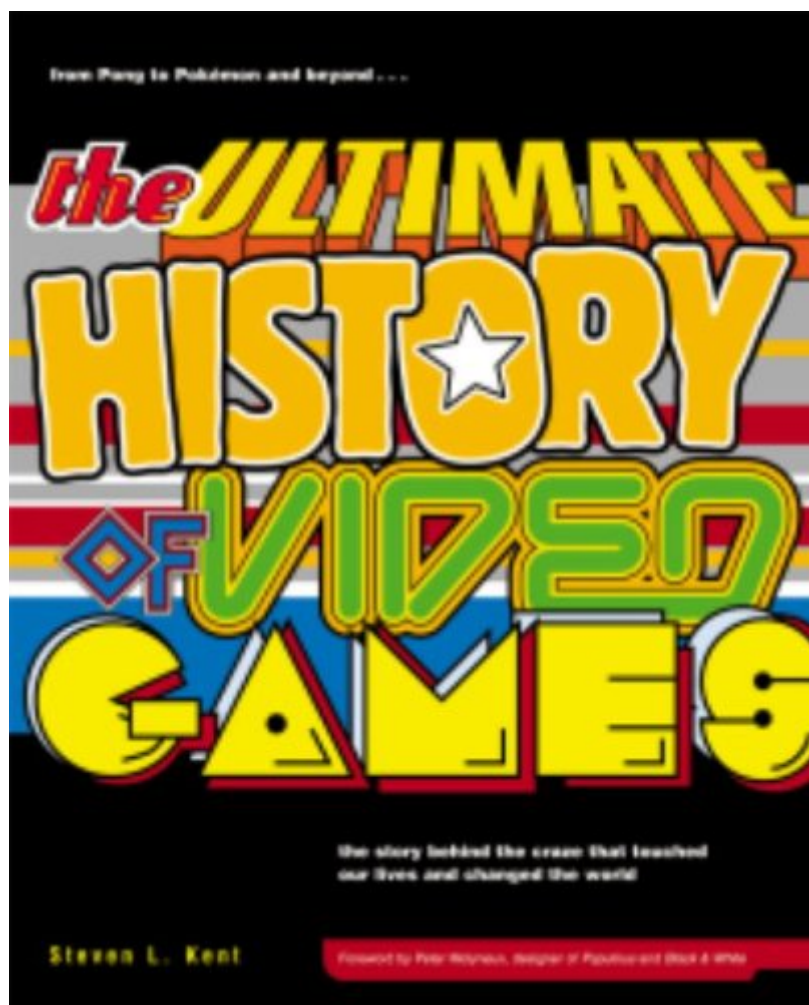




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The Ultimate History Of Video Games: From Pong To Pokemon And Beyond...the Story Behind The Craze That Touched Our Lives And Changed The World





Synopsis

Inside the Games You Grew Up with but Never Forgot With all the whiz, bang, pop, and shimmer of a glowing arcade. The Ultimate History of Video Games reveals everything you ever wanted to know and more about the unforgettable games that changed the world, the visionaries who made them, and the fanatics who played them. From the arcade to television and from the PC to the handheld device, video games have entranced kids at heart for nearly 30 years. And author and gaming historian Steven L. Kent has been there to record the craze from the very beginning. This engrossing book tells the incredible tale of how this backroom novelty transformed into a cultural phenomenon. Through meticulous research and personal interviews with hundreds of industry luminaries, you'll read firsthand accounts of how yesterday's games like Space Invaders, Centipede, and Pac-Man helped create an arcade culture that defined a generation, and how today's empires like Sony, Nintendo, and Electronic Arts have galvanized a multibillion-dollar industry and a new generation of games. Inside, you'll discover:~ ~ The video game that saved Nintendo from bankruptcy ~ ~ The serendipitous story of Pac-Man's design ~ ~ The misstep that helped topple Atari's \$2 billion-a-year empire ~ ~ The coin shortage caused by Space Invaders ~ ~ The fascinating reasons behind the rise, fall, and rebirth of Sega ~ ~ And much more! Entertaining, addictive, and as mesmerizing as the games it chronicles, this book is a must-have for anyone who's ever touched a joystick. From the Trade Paperback edition.

Book Information

File Size: 6784 KB

Print Length: 624 pages

Publisher: Three Rivers Press; 1 edition (June 4, 2010)

Publication Date: June 16, 2010

Sold by:~ ~ Digital Services LLC

Language: English

ASIN: B003FCVF6I

Text-to-Speech: Enabled

X-Ray: Not Enabled

Word Wise: Enabled

Lending: Not Enabled

Screen Reader: Supported

Enhanced Typesetting: Enabled

Best Sellers Rank: #70,030 Paid in Kindle Store (See Top 100 Paid in Kindle Store) #19
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Customer Reviews

I used this book for a class in college and I was deathly afraid the content was going to be boring and/or outdated. Thankfully it was neither and I was shocked how much I not only enjoyed the class, but loved reading the book! Obviously the history only goes so far but they did a great job of not outdating themselves. In fact you could read it now and still get a lot of great history! I recommend college professors to use this in their video game history classes more often or even if you're not in school, check this book out and get some phenomenal video game knowledge out of it!

I am actually taking a class at the university about the history of video games. This is out textbook. It is super informative and I love reading it. I never realized how much there was to learn!

This is a solid, serious, informative book, written in an easy-to-read, conversational style. A wealth of information on the origins, relationships, inspirations, rivalries, and more related to today's video market. The only drawback is that without constant updated editions, this information quickly becomes outdated, as the industry progresses so fast. The early history, though, is solid and quite intriguing, a great book for history buffs and trivia fans of all persuasions.

This book is hands-down one of the best ever written on the history of videogames. I have read it several times and I never tire of it. Published in 2002, the book only chronicles up to the death of the Sega Dreamcast and the birth of the Nintendo GameCube and Microsoft Xbox, but it is easily the most thorough book on the rich and storied history of the video game industry from its humble beginnings until then.

This is the only book I've read that covers video games history and my first and only gaming console was original Game Boy so I had poor knowledge in how video games industry started and progressed before reading this book. Since I started reading it I couldn't stop. I really enjoyed reading this book and plan on reading it once again to make sure I didn't miss anything and just

because I so much enjoy reading it. I doubt anyone could tell me so many crucial facts about video games history better than the author of this book. I hope author will release next part of this book covering game industry history since year 1999.

A fantastic tale of the beginnings of an industry that was viewed at times as a form of gambling, a pointless enterprise, and today a rival to cinema. There's a lot of great little trivia throughout the book, like how close we came to an Atari NES. A great read.

I just finished this book. I was engrossed. I'm not sure if Kent is ever planning on a "Volume 2," but I'd love to see it. Kent's book reads like more than a chronology of events. His book is full of great stories. While it's a top-down history, it's also personal and intimate (except in the later chapters). It's full of humor, trivia and nostalgia. Don't let the publication date discourage you. While the book ended back in the early 2000s, it hasn't aged at all. It could have been written today. My only complaint is that the final chapters seemed a little rushed. The last chapters covering the mid-90s on seemed a little too rushed. Lots of factoids about release dates and sales figures, but fewer of the compelling and entertaining tales and characters that the first part of the book offered. But this is a very minor gripe, though. Buy this book.

Great synthesized history of videogames.. too much atari at first and it fast forward soon to the rest of the golden ages of gaming! More of this please! (also i needed to trick the audible system to allow it to be heard in MX (stupid country restrictions!) find your way around!

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