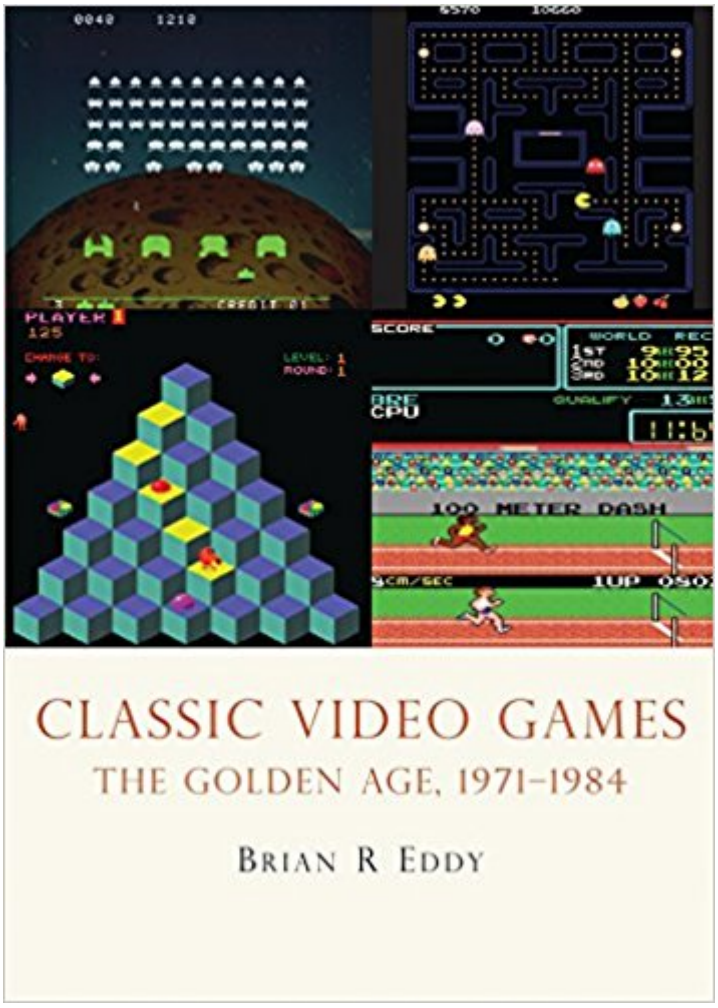
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Classic Video Games: The Golden Age 1971Ã¢â‚¬â€œ1984 (Shire Library USA)



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Synopsis

In the early 1970s, video arcade games sprung to life with the advent of Pong and other coin-operated games. Within just a few short years, if you had a quarter, you could go to the video arcade and play Space Invaders, Asteroids, or Pac-Man. If you were lucky enough to have an Atari system hooked up to your television, you could play Frogger or Galaga at home. By the early 1980s, arcade and video games were entrenched as a pop culture phenomenon, with players spending hours in arcades racking up as many points as possible. Arcade games were everywhere: restaurants, bowling alleys, department stores, grocery stores--anywhere that could accommodate a three-foot by five-foot machine. But, just as soon as the phenomenon began, it morphed into something else with the advent of hand-held games and more sophisticated home-gaming systems. Brian Eddy, former executive director, producer, and programmer for Midway Games, traces the evolution of arcade video games in Classic Video Games, giving readers an inside look at the stratospheric rise--and collapse--of the industry. Readers will reminisce about their favorite games, such as Centipede, Ms. Pac-Man, Tron, and Star Wars as they relive the glory days of the classic video game rage of the 1970s and 1980s.

Book Information

Series: Shire Library USA (Book 639)

Paperback: 56 pages

Publisher: Shire Publications (March 20, 2012)

Language: English

ISBN-10: 0747810427

ISBN-13: 978-0747810421

Product Dimensions: 5.8 x 0.2 x 0.3 inches

Shipping Weight: 2.4 ounces (View shipping rates and policies)

Average Customer Review: 3.4 out of 5 stars 5 customer reviews

Best Sellers Rank: #772,630 in Books (See Top 100 in Books) #112 inÃ Â Books > Crafts, Hobbies & Home > Antiques & Collectibles > Popular Culture #143 inÃ Â Books > Crafts, Hobbies & Home > Antiques & Collectibles > Dolls, Toys & Figurines > Toys #850 inÃ Â Books > Humor & Entertainment > Puzzles & Games > Trivia

Customer Reviews

Brian R. Eddy has been developing video games for over three decades. He is currently the CCO of Spooky Cool Labs a developer of premium social and mobile games. Previously, he was an

executive producer andÃ Â directorÃ Â with Midway Games.Ã Â There EddyÃ Â designed several of the most popular and influential pinball machines of the 1990s, including Attack from Mars and Medieval Madness. He also was the programmer on several other influential machines, including FunHouse, The Machine: Bride of Pin*Bot, and Indiana Jones: The Pinball Adventure. Eddy's pinball machines consistently rank in the top 10, both in popularity and in the highest prices paid for pinball machines.Ã Â Before the closure of Midway's pinball division in 1999, Eddy moved to Midway's video game division where he led the development of the sit down arcadeÃ Â snowmobile racer Arctic Thunder. Brian then moved into console game development division where he created Psi-Ops: The Mindgate Conspiracy for the PS2, Xbox,Ã Â PCÃ Â and John Woo Presents: Stranglehold for the Xbox 360, PS3 and PC. An avid collector and player of video games he maintains a substantial collection of all types of video games.

Considering this is the first book I've read on the subject, overall I was more pleased than disappointed. Although the book is very short and a quick read at 56 pages, it is nonetheless informative and ideal for those experienced in having played games from this era - rather than providing exhaustive details about the gameplay which the reader would likely already know, the author gives just a very brief description of gameplay details but then goes on to mention what made each game historically significant in terms of technological advances, unusual console configurations, and other unique features. Well complemented with color graphics, including not only screenshots but some images of game cabinets, consoles and advertising flyers too. Only complaint is that several games did not receive specific mention, including some of my personal favorites, but given its short length, the book covers more ground than I expected it to. A nice addition to my bookshelf, but by no means a complete A-Z encyclopedic reference of every game from the era. Should also mention that scope of this book is strictly coin-op arcade games, not home game systems (although author does mention cases where "sequel" versions made for home game systems were successful).

Short but informative.

I am a fan of classic video games systems and the games they featured. I will take my favorite twenty AT2600 games and put them up against anyone else's top 20 from any system new or old. I say that the playability is better on a game like Circus Atari or Solar Fox than any of the ultra complicated, super realistic games avalable today. For me, the trade off started with the Sega

Genesis Sports games. The graphics were C+ but the playability was A-. As the fraphics got better, the playability became more automated and less fun. It has gtten to the point where youu are not really controlling the action on the screen...not really. Whenever possible, I read up on the games of the late 1970's and the first home video gaming systems. I saw that the Prime price was $9.72 and I didn't look to much further when I saw a used copy (Very Good) at just over a dollar. Trusting Prime, I didn't do my research. Had I done that, Iwould have realized this is 58 pages and a waste of ink.

While an enjoyable read this book suffers from being superficial. It's hard for me to explain but it sometimes reads like a book report. In depth interviews with the game makers like you find in retrogamer would have sucked me in more.The photos and screenshots were nice but more of them and even more importantly, at a higher resolution, would have been even nicer.Overall a worthwhile nice light read it just left me wanting more...

Great tells all i love the book it has pictures of all the games and everything its great and fun

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