

(Download ebook) Classic Home Video Games, 1972-1984: A Complete Reference Guide

Classic Home Video Games, 1972-1984: A Complete Reference Guide

Brett Weiss

**Download PDF | ePub | DOC | audiobook | ebooks*



#162720 in Books McFarland 2012-03-07 Original language: English PDF # 1 10.00 x 7.00 x 1.00l, 1.20 #File Name: 0786469382316 pages | File size: 36.Mb

Brett Weiss : Classic Home Video Games, 1972-1984: A Complete Reference Guide before purchasing it in order to gauge whether or not it would be worth my time, and all praised Classic Home Video Games, 1972-1984: A Complete Reference Guide:

5 of 5 people found the following review helpful. A few more steps needed to become the ultimate resource. By Twitch STL Before I start nitpicking, let me begin by saying that this book is great. As far as other reviewers feel about Weiss's personal opinions about games, I WELCOME them. The author would be performing a disservice by not

warning collectors about duds before we unload a hefty amount of cash on them. Now let's talk about room for improvement. For the price, and the type of book (hardbound compendium), I expected something with more keepsake quality. The pages are thin, and all of the photos are in black and white, which in my opinion deters from what the pictures are trying to convey. While this book is thorough in describing each game for each system, the essays on the systems themselves are all rather short, 1-2 pages. A longer passage, including more hardware specs, history, and even company politics at the time would have been great. But at the end of the day, it's a welcome addition to my library. As part of a dying breed, I love being able to walk over to my bookshelf to look up a game, rather than having to google it. Great job, Brett. Perhaps a 2nd edition will knock it out of the park. 0 of 0 people found the following review helpful. The author did a great job highlighting the best games from each console from ... By John J. Mezzacappa Since buying this book, I have referred to it dozens of times. The author did a great job highlighting the best games from each console from this era. Definitely worth a read. 0 of 0 people found the following review helpful. What I was looking for. By Peter C. Cumminsky What I was looking for.

This reference work provides a comprehensive guide to popular and obscure video games of the 1970s and early 1980s, covering virtually every official United States release for programmable home game consoles of the pre-Nintendo NES era. Included are the following systems: Adventure Vision, APF MP1000, Arcadia 2001, Astrocade, Atari 2600, Atari 5200, Atari 7800, ColecoVision, Fairchild Channel F, Intellivision, Microvision, Odyssey, Odyssey2, RCA Studio II, Telstar Arcade, and Vectrex. Organized alphabetically by console brand, each chapter includes a history and description of the game system, followed by substantive entries for every game released for that console, regardless of when the game was produced. Each video game entry includes publisher/developer information and the release year, along with a detailed description and, frequently, the author's critique. An appendix lists "homebrew" titles that have been created by fans and amateur programmers and are available for download or purchase. Includes glossary, bibliography and index.

"a labor of love...comprehensive...recommended" --Library Journal "thoroughly researched" --Game Informer "useful" --Arba "Weiss's deep familiarity with his chosen subject matter is an asset of the text, and as a writer he conveys information clearly and without pretension...Weiss's reviews of obscure games make the book a treasure...impressive and fun book...valuable...the breadth of coverage here is astounding...a fun read and a nostalgic trip supreme...undeniably smart, historically valuable and wide-ranging in coverage." --GameCulture Journal "A must-read...both fun and informative, a highly recommended purchase." --Video Game Collector About the Author Former comic shop owner Brett Weiss lives in Fort Worth, Texas area. In addition to his reference books about classic home video games, he has written for numerous industry magazines.