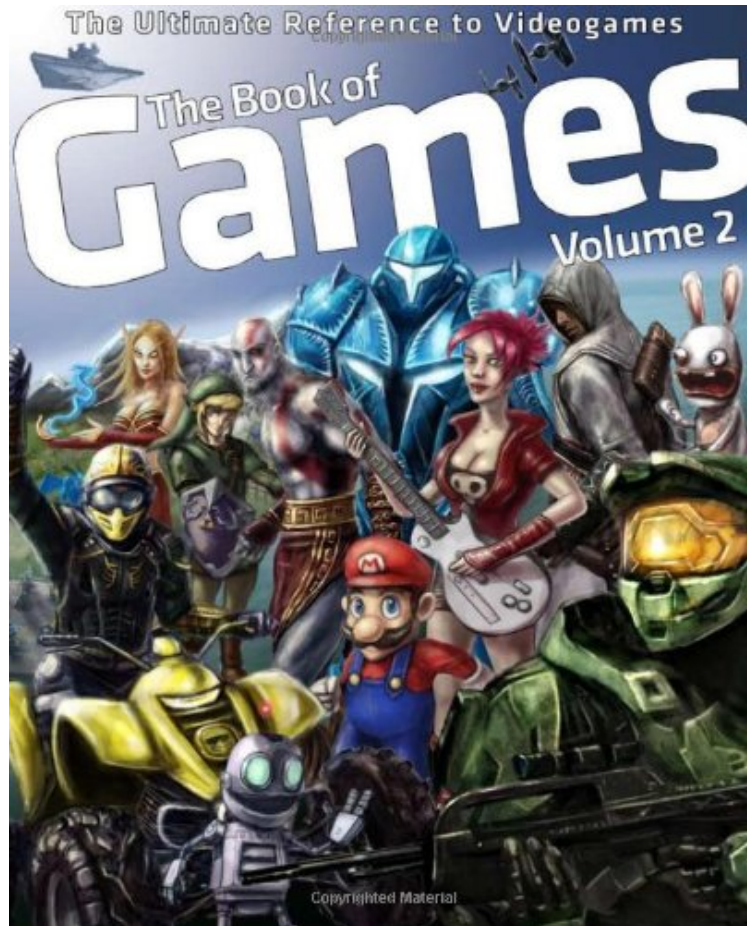


(Read now) The Book of Games Volume 2: The Ultimate Reference on PC Video Games (Book of Games series)

## The Book of Games Volume 2: The Ultimate Reference on PC Video Games (Book of Games series)

*Bendik Stang, Morten A. sterholt, Erik Hoftun, Jrgen Kirkster, Hans Christian Bjrne*  
ebooks | Download PDF | \*ePub | DOC | audiobook



DOWNLOAD



READ ONLINE

#3210522 in Books gameXplore N.A. Inc. 2007-10-28Original language:EnglishPDF # 1 9.25 x .67 x 7.50l, 1.85 #File Name: 8299737826448 pages | File size: 46.Mb

**Bendik Stang, Morten A. sterholt, Erik Hoftun, Jrgen Kirkster, Hans Christian Bjrne : The Book of Games Volume 2: The Ultimate Reference on PC Video Games (Book of Games series)** before purchasing it in order to gage whether or not it would be worth my time, and all praised The Book of Games Volume 2: The Ultimate Reference on PC Video Games (Book of Games series):

0 of 0 people found the following review helpful. A fantastic book about games.By Levi AgnewIf you are a gamer like my self then the Bookofgames books are something you should really pick up.The book goes into great detail when it comes to pictures of the games and it does a great job of telling you what the game is really about plus it tells how many people can play it and what types of reviews the game is getting.You really should check the book out its great for any gamer out there.9 of 10 people found the following review helpful. Well Researched, Well Thought OutBy T. QuiringI was privileged to be sent an advance PDF copy of The Book of Games Volume 2 by author Bendik Stang,

and having now completed my reading of this volume in one evening, I am eagerly looking forward to the print version. The Book of Games Vol. 2 has matured exponentially over its previous incarnation, which I feel is very appropriate as Volume 2 has a very pointed focus on the maturity which the videogame industry as a whole is experiencing. While I am still disappointed in regards to the lack of coverage in regards to the Guild Wars properties, that is largely due to personal bias, as I am a casually hardcore Guild Wars player. Now that I have my only truly negative viewpoint out of the way, let's move on to the good stuff. I was extremely impressed with the amount of research which had obviously gone into the production of Volume 2, as well as the new features which had been added for the individual game listings and ratings. These additions show that the authors listened to those who took the time to give them feedback on Volume 1, and as such have made themselves a part of the gaming community in a way which some authors never achieve, no matter how knowledgeable they may be on their topics. Another interesting sidenote was seeing another book which I am in process of reviewing featured in a sidebar in this book. As a journalist with a heavy research addiction, I always consider how useful a publication will be to me on my endless quest for knowledge, and The Book of Games Volume 2 passed that consideration with ease. There are many, many sources for further reading and education. While The Book of Games Volume 1 was a handy reference for the parents and relatives of gamers, Volume 2 fully opens up the changing videogame industry, from development to tournaments and beyond. The authors have successfully put the industry into a nutshell - one which gamers, teachers, parents and even grandparents will appreciate. This volume has every component of the videogame world between its covers, and takes a look at every aspect in a well-worded, well-researched, and well-presented manner. Every chapter contains evidence of how videogames have become an integral part of our lives in the 21st century - from those who pick up a quick game of solitaire to those who travel the pro-gamer circuits. One photo I could immediately relate to was that of Norway's Olav Undheim, winner of the 2007 World Cyber Games Grand Final Warcraft III Tournament. I saw that match, along with all of the other events held on that final game day in Seattle this past October. I was there when Olav hoisted that \$ 20 000.00 cheque over his head at the medals presentation - and that's what this industry called videogaming has at its core - a vibrant, global community - one which we experience at our own annual LAN tournament, and one which The Book of Games Volume 2 has opened to the world. I think that this book will do more to bring an understanding of the videogame culture to non-gamers than any collection of web sites and media articles could possibly do. Parents everywhere will benefit from this book, while gamers will embrace this book for the validation it brings to our gaming culture. The Book of Games Volume 2 is an excellent counter-weight to those who vocalize loud and long their negative views on the gaming industry as a whole. I challenge those who, without really understanding what videogames are truly all about to pick up this book and read it. Understand what draws those of us who game into our multi-pixelled worlds. The artwork is amazing, the music is incredible, and the passion insurmountable. As the owner of a company which has been trying unsuccessfully for three years to obtain a business license for a digital media centre for youth in our hometown, I would love to see the members of our Township council who oppose us, as well as those in the licensing department who insist on calling us an arcade, read this book. The Book of Games Volume 2, I believe, will become a very useful tool for those of us who are not only proud members of the gaming culture, we support the up and coming designers of tomorrow and all of the possibilities the world of gaming has opened to them, whether they become game designers, engineers, architects or even doctors. I whole-heartedly give The Book of Games Volume 2 a five star rating, and if there have been this many improvements in the series just between volumes 1 and 2, I can hardly wait until I get a look at Volume 3 which will be out in November 2008. To the authors I say "this is a work to be proud of, a job very well done." 2 of 2 people found the following review helpful. great gaming coffeetable book By A. Tan The 2nd edition to this gaming reference series makes a fine coffeetable book or for a quick browse for short snippet info on gaming titles. By all means, this is not a book of in-depth reviews, the titles are covered very briefly (summarised) and categorised according to genre/replayability value/plot synopsis. If you need comprehensive info on gaming titles, you'd do better on gaming mags or websites. However, it remains a good collector's item as most of your favourite games are included with nice colored screenshots, which makes it a fine addition to your gaming library for all gaming fans. I was very impressed by this 2nd edition in that it included some very recent games which I thought would not make it in before the release date. The only disappointment is that the 2nd edition came in paperback whereas my 1st edition was a hardcover.

This second volume is a compendium of video game synopses as well as a feast for the eyes with literally thousands of vivid, high-resolution screen shots; it provides a comprehensive visual tour through the world of PC and video gaming. Sorted by genre, more than 100 of the latest, most exciting software titles are reviewed with information of interest to players, parents, and industry professionals. Each game is featured in a two-page spread that includes detailed game summaries, analysis, and strategies; nine in-game screen shots; lists of games with similar skill and strategy requirements; appropriate age range; notes ESRB content ratings; complete technological specifications; and more. Feature stories are included throughout the book, covering game-related topics such as multiplayer online gaming, games in movies, and the future of gaming. The book also includes useful reference tools such as an illustrated glossary, an overview of game publishers, and information on current hardware platforms such as Sony's

new PS3, Nintendo's Wii, and handheld systems, including the Nintendo DS and Sony PSP.

"The passion behind great games is matched by the dedication and thoroughness that was devoted to Book of Games Volume 2, a fantastic work." Trip Hawkins, founder, Electronic Arts and Digital Chocolate