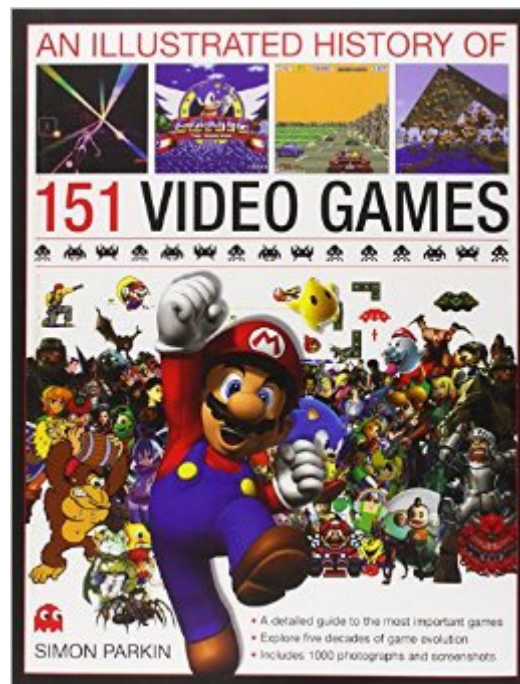


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# An Illustrated History Of 151 Video Games: A Detailed Guide To The Most Important Games; Explores Five Decades Of Game Evolution



## Synopsis

Charts the evolution of videogames through 151 most influential titles, with 500 photographs and screenshots.

## Book Information

Hardcover: 256 pages

Publisher: Lorenz Books (January 7, 2014)

Language: English

ISBN-10: 0754823903

ISBN-13: 978-0754823902

Product Dimensions: 8.8 x 0.8 x 0.8 inches

Shipping Weight: 3 pounds (View shipping rates and policies)

Average Customer Review: 4.6 out of 5 stars [See all reviews](#) (27 customer reviews)

Best Sellers Rank: #61,607 in Books (See Top 100 in Books) #20 in [Books > Arts & Photography > Other Media > Digital](#) #22 in [Books > Arts & Photography > Other Media > Video Games](#) #89 in [Books > Computers & Technology > Games & Strategy Guides > Strategy Guides](#)

## Customer Reviews

Introduction: This book is pretty good. I grew up in the 80s since I was born in 1981. Video games have always played a role in my life but mainly up through my early 20s. I still own and play the latest games (Xbox One) but real life gives me little time. Despite this, I love to keep up with some video game news, subscribe to magazines, etc. These activities have waned considerably in the last couple of years but nonetheless I love video game history and a book like this is right up my alley. I will take my time reading it in small 5-20 minute sessions (I won't go into any more detail than that) and there's a ton of information to read. A lot I will likely skip so let me get to my review to explain why and what I like.

What I Love:

- 1) I love the pages dedicated to just about every console. They give backstories on development, provide images and even factoids on the pages. It's all great stuff but could be done better so I'll get into that down below where I discuss shortcomings.
- 2) I love all of the great, high quality art, graphics and screenshots. The page designs and layouts are awesome. I wouldn't have bought it if it was more or less a bunch of text; I'm a sucker for pictures!
- 3) I love the in-depth reviews and information on the popular and meaningful games at the time. I know the backstory on a lot of this but there's certainly a lot of developmental details I did not.
- 4) I love the history of everything in the book. It's much more of a history and fact-heavy type of a book than a memory or just review of what certain game consoles or games are like. I prefer this approach so

the book is great in that regard!

I've been on a retro game kick lately, at least when it comes to reading material, and this book really fit the bill. Each page brings a new flurry of nostalgic punches. I consider myself a pretty hardcore gamer, who has been playing games for nearly 35 years, and even I managed to learn a few things from this book. The author does a good job of condensing the history of the selected games into a one or two page format, while still allowing for a few glimpses behind the scenes. He also covers a variety of home consoles, from the MSX to my beloved Vectrex, as well as the blockbusters like the NES and Genesis. Note that the title does not imply that the games featured are the absolute best, but despite that, the author gives us a good mix of some of the best games in history. I found myself going back to earlier games and re-reading their entries. It really is that captivating. Now for the bad news. First, there are a few technical issues with the layout. I found that many of the captions for the pictures referenced pictures that were nowhere to be found in the book. For example, a caption might say something about the people behind the game, but the referenced picture would be a random screenshot from the game. Or the caption will talk about a particular boss, whereas the picture next to it is just a shot of the title screen. I also saw one picture twice: once with a correct caption, and again on the next page but now captioned as a different (incorrect) game. There are spelling and grammatical errors that appear every once in a while. Not a big deal, but still disappointing. Then there's the misinformation. There's not a lot of it, but it's there; sometimes it's obvious, other times you wouldn't know unless you have done extensive reading.

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