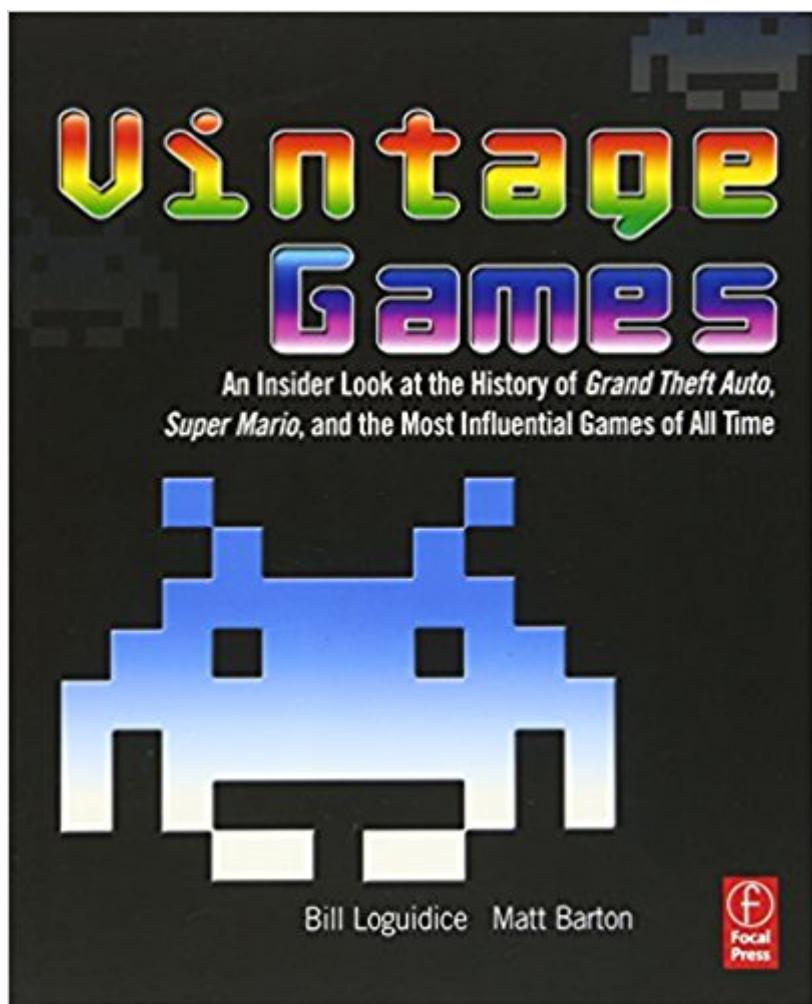


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# Vintage Games: An Insider Look At The History Of Grand Theft Auto, Super Mario, And The Most Influential Games Of All Time



## **Synopsis**

Vintage Games explores the most influential videogames of all time, including Super Mario Bros., Grand Theft Auto III, Doom, The Sims and many more. Drawing on interviews as well as the authors' own lifelong experience with videogames, the book discusses each game's development, predecessors, critical reception, and influence on the industry. It also features hundreds of full-color screenshots and images, including rare photos of game boxes and other materials. Vintage Games is the ideal book for game enthusiasts and professionals who desire a broader understanding of the history of videogames and their evolution from a niche to a global market.

## **Book Information**

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## **Customer Reviews**

"They say you can't go back again, but reading Vintage Games comes close. Open the book, and I'm back in the video arcades of my youth. Turn the page, and I'm in college again, discovering the secret joys of the early PC games. Turn the page again, and I'm back in my living room, playing Mario with my young kids. But Vintage Games is more than just a trip down memory lane, because the authors analyze each game in ways that bring fresh insights to those nostalgic memories."--Steve Meretzky, Veteran Game Designer "An interesting and insightful trip down a gamer's memory lane, focusing on titles that have become benchmarks in videogame history."--Didi Cardoso, Managing Editor, Grrlgamer.com "The video game industry has a poor track record when it comes to preserving its history. Fortunately, scholars and enthusiasts have stepped in to fill the void, and Vintage Games is an essential contribution to this effort. Loguidice and Barton are to be

commended for documenting the history of gaming's greatest landmarks."--Michael Abbott, The Brainy Gamer Blog and Podcast, Professor of Theater and Film Studies, Wabash College"Essential reading for video game fans and game studies scholars alike!"--Laurie N. Taylor, Digital Library Center, University of Florida"A must-read for anyone even remotely interested in video gaming history - from the hardcore to the casual. A book that anyone that has ever held a joystick would enjoy."--Shane R. Monroe, Host of RetroGamer Radio/Monroeworld.com"The book is smart and fun - much like the games it addresses."--Dr. Matthew S. S. Johnson, Southern Illinois University Edwardsville

I read the book cover to cover over a span of 3 days (it's hard to put down). Each chapter stands on its own, so it's easy to read in small segments as well. Because game developers draw from other titles for inspiration, the book will reference itself as applicable to show how these influences propagated across games over time. There are numerous examples of what did/didn't work, as well as discussion to support these claims. Additionally, several of the supplemental/external references are available over the web, so pursuing areas of interest is easy. As the title says, the book is about influential games, which aren't always the best-selling games (though they usually inspire a best-selling game if the original work wasn't a hit in its own right). It's a collection of 'firsts', as well as cataloging those that followed (with varying degrees of success). Ultimately it was a very enjoyable read that flowed very well from chapter to chapter. Certainly it was nostalgic thinking back to when those earlier games were released, but the combination of the discussion and additional insight made it like living those experiences for the first time.

I especially like how the chapters are arranged: each is allegedly about one particular emblematic game, but in fact is about the entire genre that game symbolizes, with good coverage of competitors and derivatives, e.g. Pac-Man -> labyrinth games; Space Invaders -> shoot-em-ups etc. Highly recommended read for anybody who's an enthusiast of video games. Coverage is about equal on consoles, arcades, and home computers. That's nice too. I do agree with the other reviewer who said they should use less exclamation points, though. But that doesn't detract from the reading. Paper, print and image quality is absolutely gorgeous. Do yourself a favor and try to get a physical copy instead of \*spittake\* an e-book.

If you're at all interested in the history of video games you'll likely find this to be a very enjoyable read. Every chapter discusses a different game and every game is picked by how much it defines a

genre. The authors are not biased in their choices which is very refreshing. While each chapter is dedicated to examining a different game they don't stop there... they also discuss the lineage of that particular genre, how that game fits into said genre and why it is the most influential game in the genre. Whether you're a modern, retro or hardcore gamer, you'll likely find this to be a fun read. Make sure you have a few dollars on hand while reading it because you'll probably find yourself on ebay trying to track some of these gems down.

Wow, this is a great book, something I guess people call a real page turner. Glossy pages with full color photos. I love the progression from the begining of a type of game (think say, Karate Champ) to its logical progression. There is an abundance of screenshots (I wont say overabundance, you can never have enough!), and its so cool to see some classic arcade games show. The chapter 14 / pole position was one of my fav chapters in the book.

Wonderful book on video games. I learned things I did not know. It has some nice pictures related to the chapter and paragraph you are reading.

Okay if you like stories about real people, and how they impacted a company or industry THIS IS FOR YOU. Really that is all I can think to say.

Matt Barton y Bill Leguidice hacen un extenso recorrido por la muy interesante historia de los videojuegos y su época dorada. Vintage Games hace un trabajo fenomenal diferenciandose de los demás libros donde tambié se trata el tema, es una maravillosa pieza investigativa de 25 capítulos y casi 400 páginas repletas de información y complementada con muy bien logradas capturas de pantalla a todo color. Una de las mayores ventajas del libro es que no es necesario leerlo de manera lineal, cada capítulo se construye a partir de uno de tantos juegos populares dejando a un lado la exageración en textos y narrativa para enfocarse en sus características e historia además de sus precursores así como otros productos similares que fueron apareciendo posteriormente (es así como, por ejemplo, en el capítulo de Doom habla acerca de como Ultima Undergrond lo influenció y menciona además como Halo y Quake aparecieron gracias a este glorioso FPS de 1993). Los autores usan un lenguaje fácil de comprender para quienes tenemos un inglés nativo, lo recomiendo como primera opción sobre muchos otros libros existentes si quiere un texto donde se aprenda sobre la historia de los más importantes juegos de ayer y hoy contada de una manera sencilla y

completa.

A great book for gamers

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