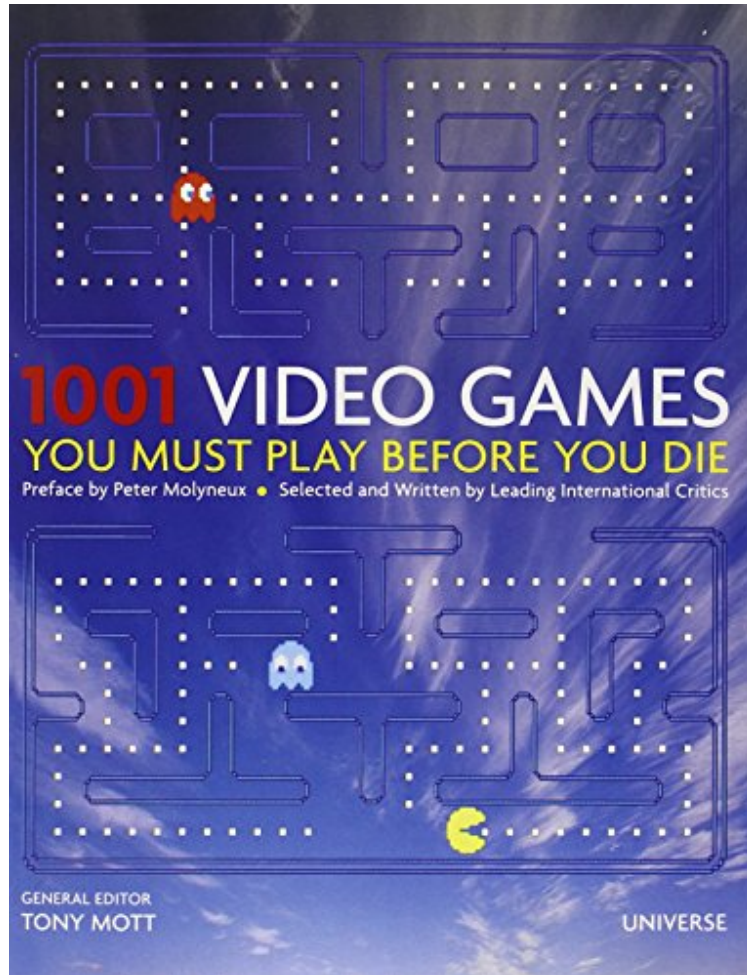


(Download pdf ebook) 1001 Video Games You Must Play Before You Die

1001 Video Games You Must Play Before You Die

From Tony Mott

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



[Download](#)

[Read Online](#)

#182267 in Books Tony Mott 2010-10-26 2010-10-26 Original language: English PDF # 1 8.51 x 2.62 x 6.701, 4.61 #File Name: 0789320908960 pages 1001 Video Games You Must Play Before You Die | File size: 78.Mb

From Tony Mott : 1001 Video Games You Must Play Before You Die before purchasing it in order to gage whether or not it would be worth my time, and all praised 1001 Video Games You Must Play Before You Die:

4 of 4 people found the following review helpful. Great overview of the games we should have played yesterday and today! By L. Figueroa I have no complaints about a book that gives me a reason to play games I missed out on when I was growing up. It takes a bit of work and set up to find emulators online but I can see why some of the games enchanted a generation. I don't think I will ever get to play 10 percent of the games detailed in the book but I do enjoy a lazy weekend afternoon reading about a game and then checking out additional information online and of course playing. This is a great resource for anyone who considers themselves a video game historian. You will find the expected classics - Space Invaders, Defender, Arkanoid, etc All detailed from the 1970's on into the 2010s. I am less acquainted and knowledgeable of the later games (e.g. We Love Katamari) and look forward to trying some out. The

binding is a bit questionable and I suspect the size (close to 1000 pages). I wonder if there are 1001 games actually worth playing...I can see picking out the ones in the 70's, 80's and 90's that will probably still be in anyone's list of 1000 games fifty years from now but will "Fat Princess" be on the list? 0 of 0 people found the following review helpful. And like most "best of" type of books By bowler Although I purchase many things from I rarely leave a review. That in itself should speak to the quality of this title. I originally picked up this title due to my interest in video game history. And I have to admit, due to my age I prefer the earlier games. And like most "best of" type of books, this one does tend to concentrate on a lot of newer games. But, after reading through the book I really enjoyed the variety of older games that go beyond the usual classics. An attempt was made to touch on important games not only for their innovations but also to touch on often overlooked games that were either too early on the scene to become popular or don't fall into any category. I also enjoyed the way the modern games were chosen, to highlight not just the bestsellers but quirky, one-off, games that came and went too fast. Having not played many of the modern games I've been able to construct a good list to help me catch up. And best of all is the writing! These experienced games writers really put the games place in history into perspective. Each description goes beyond just a bland recounting of the game but transports you back to everyone's initial thoughts after first encountering the game. This title is a must have for any video game historian. 2 of 2 people found the following review helpful. Great History, Erratic Timeline Writing Style By Christopher Young This is a great nerdy coffee table book. The print quality is extremely high, and the screenshots give it a much needed visual appeal over simple walls of text. It's worth noting that the book is edited together from a huge variety of different authors, so there's no real consistency of writing style - this is kind of cool, but makes it feel like articles in a magazine rather than entries in a book. Also, this has been mentioned in other reviews, but the games absolutely cluster toward more recent games, which is really starting to show now that the book is a few years old. Earlier decades only get a handful of entries each, that seem to run the gamut of expected entries, ticking off the names people all know, rather than noting any real hidden gems. Meanwhile, the late 2000's/early 2010's section makes up almost a third of the book and is filled with some unnecessary, well, filler. Long story short - great book for the coffee table or as a substitute for an Uncle John reader; otherwise, not overwhelmingly substantial.

For devoted gamers as well as those interested in groundbreaking graphic design, this is the first, most comprehensive, and only critical guide ever published to video games. The video game has arrived as entertainment and as an art form. This is the first serious critical evaluation ever published of the best video games and is a testament to the mediums innovativeness and increasing emphasis on aesthetics. Organized chronologically and for all platforms (PC, Xbox, PlayStation, etc.) and covering all genres from the bold (Grand Theft Auto and Halo) and dark (Resident Evil and Silent Hill) to the spiritual (Final Fantasy) and whimsical (Legend of Zelda), the book traces the video game from the rough early days of Pong to the latest visual fantasia.

"[This book] contains contributions by a handful of my favorite writers, so even though I haven't yet got a galley-glimpse of the finished product, I can just about guarantee it's going to be a good one. The book's already up for pre-order at , and, should you make your way chronologically through its list, probably will indeed just about last you all of your remaining years." ~BoingBoing.net "Compiled by an international team of critics, 1001 Video Games You Must Play Before You Die is a collection of chronologically-ordered games from the 70s to 2010." ~Kotaku.com About the Author Tony Mott is the longtime editor-in-chief of Edge, the leading magazine review of the video game industry. With more than thirty years of experience, he draws on a wealth of expert and in-depth knowledge.