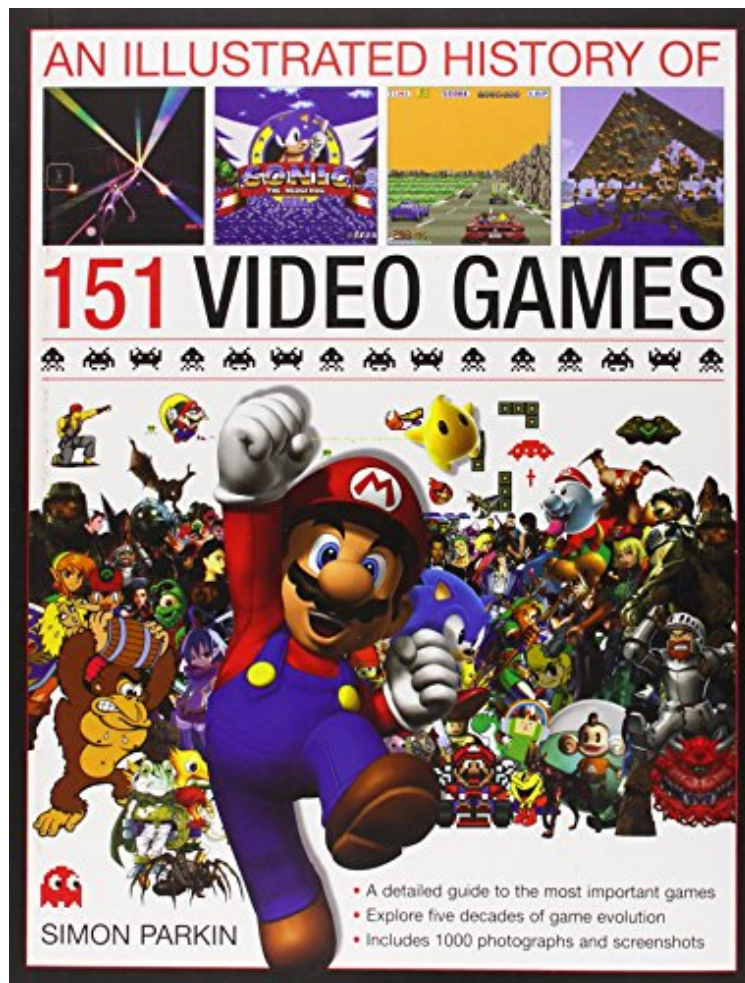


(Download free ebook) An Illustrated History of 151 Video Games: A detailed guide to the most important games; explores five decades of game evolution

An Illustrated History of 151 Video Games: A detailed guide to the most important games; explores five decades of game evolution

Simon Parkin

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Simon Parkin : An Illustrated History of 151 Video Games: A detailed guide to the most important games; explores five decades of game evolution before purchasing it in order to gage whether or not it would be worth my time, and all praised An Illustrated History of 151 Video Games: A detailed guide to the most important games; explores five decades of game evolution:

11 of 13 people found the following review helpful. Good But Has Critical Omissions MisinformationBy J. HurleyIntroduction: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!

What I Dislike:

- 1) I dislike the way they laid out the format for how they talk about different topics. Let me explain-- The consoles and console pages are more or less in chronological order which is cool but the games throughout the book are more or less as well and they're mixed-in all over the place with the consoles. You can go from the next console's page(s) of, let's say, the NES or aka Famicom. The next few pages could very well be game pages for games on the Atari or SMS. In other words, all game pages are strewn about. I'd much rather they took one of two approaches here: I'd much prefer for the games for NES to be discussed immediately following the NES page, not anywhere else in the book and the games for Sega Genesis be after the Genesis page and not anywhere else. Or, alternatively, they could have discussed all consoles in their own pages in the first section of the book then all games in the second section or half of the book. Instead they took the worst of three approaches, in my opinion.
- 2) I dislike that they don't go into more detail on console add-ons and accessories. Especially the add-ons. For example, on the Atari Jaguar instead of having their own page and complete section on the Jaguar CD add-on they just have a sentence or two on it, a very small image with a little caption. That's it. They do this for all other add-ons on all other consoles, too. Pretty disappointing, really.
- 3) I dislike that they don't give more detailed information and facts on all the consoles and games. I would like to see a little chart for all systems giving information on how many games were made, how many consoles were sold, when the date of the last game made was, complete release date information for consoles including each country, etc. You won't find all of this, sadly.
- 4) I've come across a few grammatical errors in word choice and sentence structure. Not a lot but there are certainly a few.
- 5) There appears to be some false information. I've only read maybe 2% of the book (various pages, sections, etc. not just the first 2% of all pages). One example: For all games if there is a way to play it today they will tell you where and how. For their page on Maniac Mansion they state you can play it today on Xbox 360 Live Arcade. I immediately was sure this was wrong as I was a pretty big gamer on Xbox 360 and would have known about this as I keep up with retro news like that. I went ahead and searched on Google to see if it was true but my suspicions were confirmed-- It is not available on Xbox Live Arcade and never was. For other games that may be on Xbox Live Arcade and mentioned by the book I found at least one that actually was available as they state on Xbox Live arcade but it was taken off the service way back in 2010. 2010, yes, and this book was published in 2014. It had been no longer available for years but this book still states you can get it from Xbox Live and play it on Xbox 360! Misinformation like this in books is a critical error. These are just two examples and I've only looked at that "Play Today" information for maybe 1% of all game pages in this book so I'm sure there's plenty of other mistakes.

Conclusion: To conclude this review I'll state again that this book has a lot that is good and thus a lot going for it. Sadly there's still a lot of information lacking that I would have liked to have seen but the information that is there is very good and presented very well! As I said the format of how they discuss games and consoles in terms of the order of presentation and how they did this I dislike quite a bit. The worst of all, however, is the factual information that's either outright false and wrong or was true at one time but many years before publication something changed and their information is wrong. I still recommend this book to old-school video game fans, mainly those who grew up in the 80s or 90s but also those who just have a deep interest in the history of video games.

2 of 3 people found the following review helpful. The images that accompany the writeups are mostly good, informative.

By Nitwit The images that accompany the writeups are mostly good, informative, and well laid out, however there is a weird discrepancy between the images and the captions. Often the captions that are attached to the images will almost never be about the specific images (or you can read it as the captions almost never have an appropriate photo with it). There are also a surprising amount of typos that I thought would have been picked up by an editor or two, and sometimes the phrasing of certain things is a bit repetitive. I also think the author at times makes a bit of a leap in some of his evaluations of certain games. The book isn't terrible and it's definitely better than some video game history books I've read, but it leaves a bit to be desired.

0 of 0 people found the following review helpful. Nice book for those that grew up with video games.

By Karm This book is alright. There aren't really any others like it that cover the history of video games, so I had to get it. It breaks it down by the years in which certain consoles were released and then the games that came out in that time period. I kind of wish this book was longer and mentioned more games because it's missing some of my favorites like Breath of Fire 1 2 and Suikoden 1 2 but at least Castlevania and Dragon Quest is there. So anyways, for the gamers for life, this book is for you.

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

About the Author Simon Parkin is an award-winning writer and journalist. Described by the New Statesman as "one of the most effortlessly masterful voices in video game writing" he has contributed to The New York, The Guardian, The Daily Telegraph, Edge magazine and many others over the past decade, writing both criticism and journalism from the front-lines of video game culture.