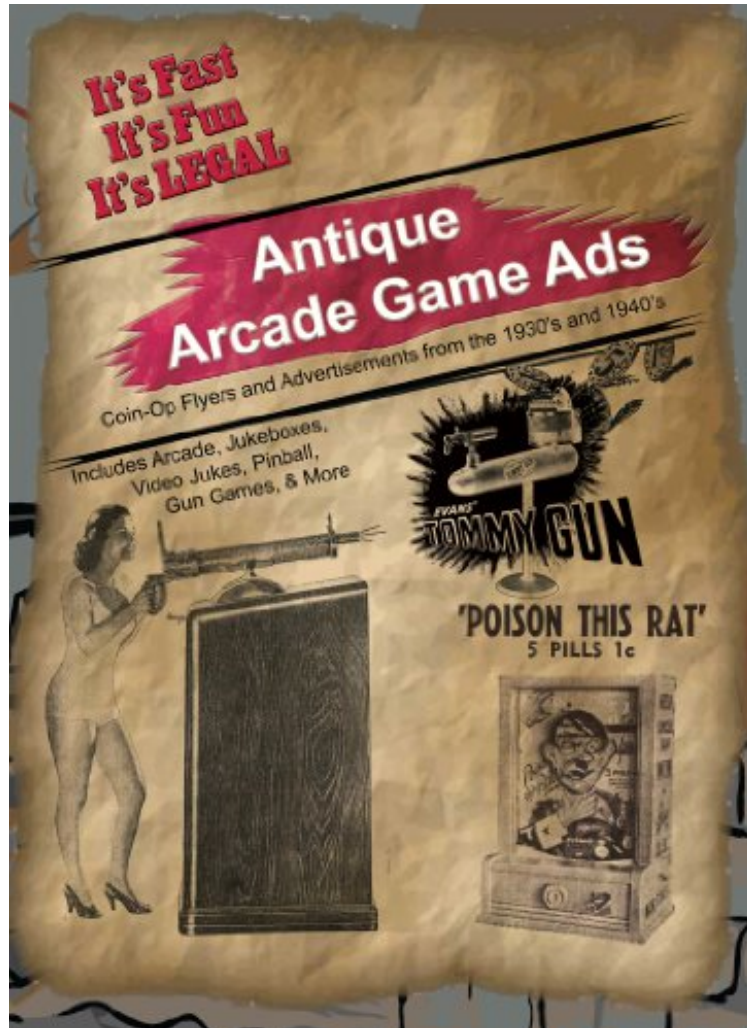


Antique Arcade Game Ads - 1930s to 1940s

From Brand: Classic Arcade Graftix Inc.

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#4588566 in Books Classic Arcade Graftix Inc. 2010-01-13Original language:English 11.02 x .64 x 8.271, 1.52 #File Name: 0984158464306 pages | File size: 23.Mb

From Brand: Classic Arcade Graftix Inc. : Antique Arcade Game Ads - 1930s to 1940s before purchasing it in order to gage whether or not it would be worth my time, and all praised Antique Arcade Game Ads - 1930s to 1940s:

0 of 0 people found the following review helpful. Great SourceBy Keith A. BorgholthausI used this book to find ads from specific eras for a display at a con. It was great seeing how the devices were presented at any given time.My biggest gripe with the book is that I have no idea when the ad was made. There is some great stuff here, but no statements on what year, or where the ad came from. The display didn't need that, but if I ever have to submit a paper about this the no dates or source will get me in trouble.

When you say the word arcade, most people have visions of pixel eating monsters, but there was another time, a time

before... Long before video games there were arcades. Arcades that were filled with fascinating machines that demonstrated the latest technology. Machines engineered to attract players and to entice the uninterested into dropping a penny, nickle, dime, and later a quarter in the slot. These were some of the most amazing entertainment machines produced. Unfortunately, many of them no longer exist. These games represent a special part of history. A time when looming war and the promise of victory, economic strife of the Depression, and social change permeated society including the games people played. Today these machines are among the most collectable and rarest games. This book looks at the advertisements and flyers that were used to promote these games. Manufacturers used these flyers and ads to convince arcade operators to buy their products. These ads were made long before the glitz of four color printing was the standard. They relied on selling the sizzle by promising the latest advancements in game design and the potential to make the operator a lot of money. This collection includes games from the 1930's to the 1940's. There are also some coin-op devices such as video jukeboxes from the 50's and 60's. There are also some advertisements related to the carnival industry which used the same machines as the arcade industry.