

[PDF] High Score, Third Edition

Rusel Demaria, Johnny Wilson - pdf download free book

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Description:

From the Back Cover

The Ultimate History of Electronic Games

"...overflowing with color screenshots, package art, reproductions of old game ads, shots of old machines, and photos of collectibles. Every picture triggers another memory, and before long you're awash in blissful recollections..."--*Computer Gaming World*, August '02

"...300+ pages offer a visually compelling record of the origins and development of electronic entertainment, so buy it for the pictures of rare game boxes and screens... it's a great nostalgia trip for old-timers and a primer on the industry's storied past for the less ancient reader."--*Computer Games*, August '02

"This is a great work that shows the humanity, creativity, and passion inside the art and business of games. The public is playing a lot of games today and Rusel's and Johnny's fine book gives them a terrific look behind the scenes."--*Trip Hawkins, founder of Electronic Arts and 3DO*

"As an industry veteran, I am excited to see that Rusel and Johnny have poured their hard work and talent into creating this visual and textual compendium of the history of computer entertainment. Just as I was, I think you will be amazed to see how far we've come in so few years. The pictorial content of this book represents a glimpse at great milestones of our recent past that are quickly going to be impossible to see, perhaps ever again, outside this volume."--*Richard Garriott, computer gaming pioneer, developer of the Ultima series of games, and founder of Origin Systems*

In this lavishly illustrated full-color retrospective, you'll learn how electronic games blossomed from their humble origins as a hobby for programmers at computer science laboratories to a multi-billion dollar industry. Along the way you'll learn the fascinating human stories--told in their own words--of the people who created the games, built the companies, and had a vision that changed the world. Here is the inside scoop--featuring stories that have never been told in print before--of the triumphs, the tricks of fate, and even the spectacular failures that have led to today's high-voltage games industry. *High Score! The Illustrated History of Electronic Games* is the first history that covers not only arcades and home gaming systems but the popular PC games industry as well.

You'll find never-before-seen photos that bring to life the people and stories behind the most popular games of all time, including...

- Space Invaders
- Pac-Man
- Centipede
- Zork
- Donkey Kong
- Dragon's Lair
- Asteroids
- Legend of Zelda
- Doom
- Super Mario Bros.
- Ultima
- King's Quest
- Wizardry
- SimCity
- Quake
- Myst
- Tomb Raider
- ...And Many More!

--This text refers to an out of print or unavailable edition of this title.

About the Author Rusel DeMaria has been a writer in the game industry since 1981, and has written more than 60 game-related books. The founding editor and creative director of Prima Publishing's acclaimed strategy guide division for 6 years and former senior editor of three national video game magazines, DeMaria is one of the most experienced writers/journalists in the video game industry. He has been a columnist in magazines and newspapers nationally and internationally, has consulted and written privately for several top game companies and continues to write high-profile books, working with some of the biggest companies in the business. DeMaria is now the assistant director and a design consultant/producer for Acclaim Games. He is the author of "Reset: Changing

the Way We Look at Video Games" from Berrett-Kohler Publishers and a co-author of the upcoming David Perry on Game Design: A Brainstorming Toolbox (1584506687).

Johnny L. Wilson has been group publisher for Wizards of the Coast periodicals (Dragon, Dungeon, Star Wars Gamer, and Star Wars Insider magazines) and editor-in-chief of Computer Gaming World magazine, the world's oldest PC-specific game magazine. A game reviewer for more than 17 years, he has made frequent appearances as a computer game historian/expert on the History Channel, National Public Radio, and a variety of local television newsmagazines.

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