

Console Wars Sega Nintendo And The Battle That Defined A Generation

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Console Wars Sega Nintendo

Tetris
Box Brown 2016-10-11 It is, perhaps, the perfect video game. Simple yet addictive, Tetris delivers an irresistible, unending puzzle that has players hooked. Play it long enough and you’ll see those brightly colored geometric shapes everywhere. You’ll see them in your dreams. Alexey Pajitnov had big ideas about games. In 1984, he created Tetris in his spare time while developing software for the Soviet government. Once Tetris emerged from behind the Iron Curtain, it was an instant hit. Nintendo, Atari, Sega—game developers big and small all wanted Tetris. A bidding war was sparked, followed by clandestine trips to Moscow, backroom deals, innumerable miscommunications, and outright theft. In this graphic novel,New York Times–bestselling author Box Brown untangles this complex history and delves deep into the role games play in art, culture, and commerce. For the first time and in unparalleled detail, Tetris: The Games People Play tells the true story of the world’s most popular video game.
One Up
Joost van Dreunen 2020-10-06 What explains the massive worldwide success of video games such as Fortnite, Minecraft, and Pokémon Go? Game companies and their popularity are poorly understood and often ignored from the standpoint of traditional business strategy. Yet this industry generates billions in revenue by thinking creatively about digital distribution, free-to-play content, and phenomena like e-sports and live streaming. What lessons can we draw from its major successes and failures about the future of entertainment? One Up offers a pioneering empirical analysis of innovation and strategy in the video game industry to explain how it has evolved from a fringe activity to become a mainstream form of entertainment. Joost van Dreunen, a widely recognized industry expert with over twenty years of experience, analyzes how game makers, publishers, and platform holders have tackled strategic challenges to make the video game industry what it is today. Using more than three decades of rigorously compiled industry data, he demonstrates that video game companies flourish when they bring the same level of creativity to business strategy that they bring to game design. Filled with case studies of companies such as Activision Blizzard, Apple, Electronic Arts, Epic Games, Microsoft, Nexon, Sony, Take-Two Interactive, Tencent, and Valve, this book forces us to rethink common misconceptions around the emergence of digital and mobile gaming. One Up is required reading for investors, creatives, managers, and anyone looking to learn about the major drivers of change and growth in contemporary entertainment.

Playing to Win
Daniel Sloan 2011-02-15 How Nintendo reclaimed its spot at the top of one of the world’s most competitive industries Nintendo was once the dominant force in home video gaming—until Sony and Microsoft pummeled them with powerful new consoles. As those two giants battled each other for market share, Nintendo looked dead and buried. Then, true to its secretive, low-profile approach, Nintendo roared back into the market with its revolutionary Wii console and portable Nintendo DS system. Taking a completely different approach to gaming while embracing its creative roots, the company was back at the top of its game. But how did a struggling Japanese family company, with its origins in nineteenth-century playing cards, come to dominate a competitive, high-tech industry? Playing to Win details the key succession issue for Nintendo, the development of the DS and Wii consoles, and the creation of remarkable new gaming software. All these factors combined to drive Nintendo back to the top of the gaming world. Reveals the business strategy that led Nintendo back to the top of the gaming industry amidst fierce competition from bigger rivals An inspirational story of a stunning business turnaround and the hyper-creative minds behind it Written by an acclaimed financial and business journalist based in Tokyo Offering a fascinating insider look at a market-leading company once left for dead, Playing to Win is a must-read for executives and leaders interested in one of the greatest business turnarounds in history.

The Tetris Effect
Dan Ackerman 2016-09-06 The definitive story of a game so great, even the Cold War couldn't stop it Tetris is perhaps the most instantly recognizable, popular video game ever made. But how did an obscure Soviet programmer, working on frail, antiquated computers, create a product which has now earned nearly 1 billion in sales? How did a makeshift game turn into a worldwide sensation, which has been displayed at the Museum of Modern Art, inspired a big-budget sci-fi movie, and been played in outer space? A quiet but brilliant young man, Alexey Pajitnov had long nurtured a love for the obscure puzzle game pentominoes, and became obsessed with turning it into a computer game. Little did he know that the project that he labored on alone, hour after hour, would soon become the most addictive game ever made. In this fast-paced business story, reporter Dan Ackerman reveals how Tetris became one of the world’s first viral hits, passed from player to player, eventually breaking through the Iron Curtain into the West. British, American, and Japanese moguls waged a bitter fight over the rights, sending their fixers racing around the globe to secure backroom deals, while a secretive Soviet organization named ELORG chased down the game’s growing global profits. The Tetris Effect is an homage to both creator and creation, and a must-read for anyone who’s ever played the game—which is to say everyone.

Motherless Brooklyn
Jonathan Lethem 2011-04-20 A compulsively readable riff on the classic detective novel from America’s most inventive novelist Winner of the National Book Critics Circle Award and a New York Times Notable Book "Utterly original and deeply moving." —Esquire Brooklyn’s very own self-appointed Human Freakshow, Lionel Essrog is an orphan whose Touretteic impulses drive him to bark, count, and rip apart our language in startling and original ways. Together with three veterans of the St. Vincent’s Home for Boys, he works for small-time mobster Frank Minna’s limo service cum detective agency. Life without Frank Minna, the charismatic King of Brooklyn, would be unimaginable, so who cares if the tasks he sets them are, well, not exactly legal. But when Frank is fatally stabbed, one of Lionel’s colleagues lands in jail, the other two vie for his position, and the victim’s widow skips town. Lionel’s world is suddenly topsy-turvy, and this outcast who has trouble even conversing attempts to untangle the threads of the case while trying to keep the words straight in his head. Motherless Brooklyn is a brilliantly original, captivating homage to the classic detective novel by one of the most acclaimed writers of his generation.

Press Reset
Jason Schreier 2021-05-11 From the bestselling author of Blood, Sweat, and Pixels comes the next definitive, behind-the-scenes account of the video game industry: how some of the past decade’s most renowned studios fell apart—and the stories, both triumphant and tragic, of what happened next. Jason Schreier’s groundbreaking reporting has earned him a place among the preeminent investigative journalists covering the world of video games. In his eagerly anticipated, deeply researched new book, Schreier trains his investigative eye on the volatility of the video game industry and the resilience of the people who work in it. The business of videogames is both a prestige industry and an opaque one. Based on dozens of first-hand interviews that cover the development of landmark games—Bioshock Infinite, Epic Mickey, Dead Space, and more—on to the shocking closures of the studios that made them, Press Reset tells the stories of how real people are affected by game studio shutdowns, and how they recover, move on, or escape the industry entirely. Schreier’s insider interviews cover hostile takeovers, abusive bosses, corporate drama, bounced checks, and that one time the Boston Red Sox’s Curt Schilling decided he was going to lead a game studio that would take out World of Warcraft. Along the way, he asks pressing questions about why, when the video game industry is more successful than ever, it’s become so hard to make a stable living making video games—and whether the business of making games can change before it’s too late.

Power-Up
Chris Kohler 2016-10-10 Enjoyable and informative examination of how Japanese video game developers raised the medium to an art form. Includes interviews, anecdotes, and accounts of industry giants behind Donkey Kong, Mario, Pokémon, and other games.

The Ultimate RPG Character Backstory Guide
James D’Amato 2018-10-02 Ramp up your role-playing game (RPG) and make your character your own with this fun, interactive workbook—an essential addition to any player’s gaming kit. You’ve chosen your class, bought your weapons, and rolled for your stats, and you’re now the proud owner of your own RPG (role-playing game) avatar. But before you begin your adventure, there’s so much more you can do with your character to make him or her your own! Just how evil is she? What does his dating profile look like? Where did she get that scar? What does he want for his birthday? With fill-in-the blank narratives, prompts, and fun activities to help you customize your character at the start of the game, or build out your backstory as you play, The Ultimate RPG Character Backstory Book will help you fully imagine your character and bring them to life for the ultimate gaming experience!

Game Over
David Sheff 2011-11-02 More American children recognize Super Mario, the hero of one of Nintendo’s video games, than Mickey Mouse. The Japanese company has come to earn more money than the big three computer giants or all Hollywood movie studios combined. Now Sheff tells of the Nintendo invasion—a tale of innovation and cutthroat tactics.

Red vs. Blue
Rooster Teeth 2015-11-17 Discover everything you’ve always wanted to know about Simmons, Griff, Sarge, Donut, Tux, Sheila the tank, Caboose, Church, and the rest of the Red and Blue team members stationed in the box canyon known as Blood Gulch, with this full-color companion guide to the multiple-award-winning, long-running, comic science-fiction web series Red vs. Blue. In Red vs. Blue: The Ultimate Fan Guide, the series creators at Rooster Teeth bring together more than a decade’s worth of ephemera and behind-the-scenes information. Inside you’ll find:
• Character dossiers
• Character-driven lists, including “The Wisdom of Caboose”
• Charts and statistics mapping out character, world, and episode trivia, such as how many times Simmons has sucked up to Sarge over the course of the series
• The best Red vs. Blue quotes ever of all time
• Alternate stories and unexplored character arcs
• Spotlights on the Red vs. Blue cast and crew, who share unique anecdotes, behind-the-scenes stories, and insights into the award-winning series
• Shooting scripts, including cut lines, deleted scenes, and trivia
• More than 200 full-color images
• And more!

Chris Crawford on Interactive Storytelling
Chris Crawford 2012-12-12 As a game designer or new media storyteller, you know that the story is critical to the success of your project. Telling that story interactively is an even greater challenge, one that involves approaching the story from many angles. Here to help you navigate and open your mind to more creative ways of producing your stories is the authority on interactive design and a longtime game development guru, Chris Crawford. To help you in your quest for the truly interactive story, Crawford provides a solid sampling of what works and doesn’t work, and how to apply the lessons to your own storytelling projects. After laying out the fundamental ideas behind interactive storytelling and explaining some of the misconceptions that have crippled past efforts, the book delves into all the major systems that go into interactive storytelling: personality models, actors, props, stages, fate, verbs, history books, and more. Crawford also covers the Storytron technology he has been working on for several years, an engine that runs interactive electronic storyworlds, giving readers a first-hand look into practical storytelling methods.

The Best Alternate History Stories of the 20th Century
Harry Turtledove 2002-01-22 Explore fascinating, often chilling “what if” accounts of the world that could have existed—and still might yet . . . Science fiction’s most illustrious and visionary authors hold forth the ultimate alternate history collection. Here you’ll experience mind-bending tales that challenge your views of the past, present, and future, including:
• “The Lucky Strike”: When the Lucky Strike is chosen over the Enola Gay to drop the first atomic bomb, fate takes an unexpected turn in Kim Stanley Robinson’s gripping tale.
• “Bring the Jubilee”: Ward Moore’s novella masterpiece offers a rebel victory at Gettysburg which changes the course of the Civil War . . . and all of American history.
• “Through Road No Wither”: After Hitler’s victory in World War II, two Nazi officers confront their destiny in Greg Bear’s apocalyptic vision of the future.
• “All the Myriad Ways”: Murder or suicide, Ambrose Harmon’s death leads the police down an infinite number of pathways in Larry Niven’s brilliant and defining tale of alternatives and consequences.
• “Mozart in Mirrorshades”: Bruce Sterling and Lewis Shiner explore a terrifying era as the future crashes into the past—with disastrous results. . . . as well as “The Winterberry” by Nicholas A. DiChario
• “Islands in the Sea” by Harry Turtledove
• “Suppose They Gave a Peace” by Susan Shwartz
• “Manassas, Again” by Gregory Benford
• “Dance Band on the Titanic” by Jack L. Chalker
• “Eutopia” by Poul Anderson
• “The Undiscovered” by William Sanders
• “The Death of Captain Victory” by Allen Steele
• and “Moon of Ice” by Brad Linaweaver
The definitive collection: fourteen seminal alternate history tales drawing readers into a universe of dramatic possibility and endless wonder.

Ultimate Nintendo
Pat Contri 2019-08 Ultimate Nintendo: Guide to the NES Library 1985-1995 is an expansive and thorough look at one of the greatest video game libraries of all time - the Nintendo Entertainment System. This nearly 450-page book covers all 800+ licensed and unlicensed games released during the system's lifespan, and features information and reviews for these classic (and not so classic) 8-bit games.

Summary of Console Wars: Sega, Nintendo and the Battle That Defined a Generation by Blake J. Harris
BestPrint 2021-09-08 Console Wars chronicles the epic, industry-shaping rivalry between video game developers Sega and Nintendo in the early 1990s. In five short years, Sega went from being a widely mocked underdog to U.S. market leader in console games, a dominance that essentially dictated the future path of gaming.

Tom Clancy’s The Division: New York Collapse
Alex Irvine 2016-03-01 New York Collapse is an in-world fictionalized companion to one of the biggest video game releases of 2016: Tom Clancy’s The Division from Ubisoft. Within this discarded survivalist field guide, written before the collapse, lies a mystery—a handwritten account of a woman struggling to discover why New York City fell. The keys to unlocking the survivor’s full story are hidden within seven removable artifacts, ranging from a full-city map to a used transit card. Retrace her steps through a destroyed urban landscape and decipher her clues to reveal the key secrets at the heart of this highly anticipated game.

Service Games: The Rise and Fall of SEGA
Sam Pettus 2013-12-20 Starting with its humble beginnings in the 1950’s and ending with its swan-song, the Dreamcast, in the early 2000’s, this is the complete history of Sega as a console maker. Before home computers and video game consoles, before the internet and social networking, and before motion controls and smartphones, there was Sega. Destined to fade into obscurity over time, Sega would help revolutionize and change video games, computers and how we interact with them, and the internet as we know it. Riding the cutting edge of technology at every step, only to rise too close to the sun and plummet, Sega would eventually change the face of entertainment, but it’s the story of how it got there that’s all the fun. So take a ride, experience history, and enjoy learning about one of the greatest and most influential companies of all time. Complete with system specifications, feature and marketing descriptions, unusual factoids, almost 300 images, and now enhanced Europe specific details, exclusive interviews, and more make this the definitive history of Sega available. Read and learn about the company that holds a special place in every gamer’s heart. Funded on Kickstarter.

The Sega Mega Drive & Genesis Encyclopedia
Chris Scullion 2021-12-08 The third book in Chris Scullion’s series of video game encyclopaedias, the Sega Mega Drive and Genesis Encyclopedia is dedicated to Sega’s legendary 16-bit video game console. The book contains detailed information on every single game released for the Sega Mega Drive and Genesis in the west, as well as similarly thorough bonus sections covering every game released for its add-ons, the Mega CD and 32X. With nearly a thousand screenshots, generous helpings of bonus trivia and charmingly bad jokes, the Sega Mega Drive and Genesis Encyclopedia is the definitive guide to a legendary gaming system.

Super Power, Spooky Bards, and Silverware
Dominic Arsenault 2017-09-01 How the Super Nintendo Entertainment System embodied Nintendo’s resistance to innovation and took the company from industry leadership to the margins of videogaming. This is a book about the Super Nintendo Entertainment System that is not celebratory or self-congratulatory. Most other accounts declare the Super NES the undisputed victor of the “16-bit console wars” of 1989–1995. In this book, Dominic Arsenault reminds us that although the SNES was a strong platform filled with high-quality games, it was also the product of a short-sighted corporate vision focused on maintaining Nintendo’s market share and business model. This led the firm to fall from a dominant position during its golden age (dubbed by Arsenault the “ReNESSance”) with the NES to the margins of the industry with the Nintendo 64 and GameCube consoles. Arsenault argues that Nintendo’s conservative business strategies and resistance to innovation during the SNES years explain its market defeat by Sony’s PlayStation. Extending the notion of “platform” to include the marketing forces that shape and constrain creative work, Arsenault draws not only on game studies and histories but on game magazines, boxes, manuals, and advertisements to identify the technological discourses and business models that formed Nintendo’s Super Power. He also describes the cultural changes in video games during the 1990s that slowly eroded the love of gamer enthusiasts for the SNES as the Nintendo generation matured. Finally, he chronicles the many technological changes that occurred through the SNES’s lifetime, including full-motion video, CD-ROM storage, and the shift to 3D graphics. Because of the SNES platform’s architecture, Arsenault explains, Nintendo resisted these changes and continued to focus on traditional gameplay genres.

Console Wars
Blake Harris 2014-06-13 In 1990 Nintendo had a virtual monopoly on the video game industry. Sega, on the other hand, was a faltering arcade company with big aspirations and even bigger personalities. But that would all change with the arrival of Tom Kalinske, a man who knew nothing about video games and everything about fighting uphill battles. His unconventional tactics, combined with the blood, sweat and bold ideas of his

Sega

Sega

Sega

renegade employees, transformed Sega and eventually led to a ruthless David-and-Goliath showdown with rival Nintendo. The battle was vicious, relentless and highly profitable, eventually sparking a global corporate war that would be fought on several fronts: from living rooms and schoolyards to boardrooms and Congress. It was a once-in-a-lifetime, no-holds-barred conflict that pitted brother against brother, kid against adult, Sonic against Mario, and the US against Japan. Console Wars is the underdog tale of how Kalinske miraculously turned an industry punchline into a market leader. It’s the story of how a humble family man, with an extraordinary imagination and a gift for turning problems into competitive advantages, inspired a team of underdogs to slay a giant and, as a result, birth a \$60 billion dollar industry.

Retro Gaming Hacks
Chris Kohler 2006 Describes how to adapt old video games to new video and computer equipment.
Left Tackle Thayer
Ralph Henry Barbour 2018-06-23 Mr. Barbour knows "prep" school life thoroughly; he understands boys; he loves football, and he knows how to write a book which holds the attention of active, healthy boys. "Left Tackle Thayer" will appeal to any boy who ever caught a punt or made a tackle.

All Your Base Are Belong to Us
Harold Goldberg 2011-04-05 Through the stories of gaming’s greatest innovations and most beloved creations, journalist Harold Goldberg captures the creativity, controversy—and passion—behind the videogame’s meteoric rise to the top of the pop-culture pantheon. Over the last fifty years, video games have grown from curiosities to fads to trends to one of the world’s most popular forms of mass entertainment. But as the gaming industry grows in numerous directions and everyone talks about the advance of the moment, few explore and seek to understand the forces behind this profound evolution. How did we get from Space Invaders to Grand Theft Auto? How exactly did gaming become a \$50 billion industry and a dominant pop culture form? What are the stories, the people, the innovations, and the fascinations behind this incredible growth? Through extensive interviews with gaming’s greatest innovators, both its icons and those unfairly forgotten by history, All Your Base Are Belong To Us sets out to answer these questions, exposing the creativity, odd theories—and passion—behind the twenty-first century’s fastest-growing medium. Go inside the creation of: Grand Theft Auto * World of Warcraft * Bioshock * Kings Quest * Bejeweled * Madden Football * Super Mario Brothers * Myst * Pong * Donkey Kong * Crash Bandicoot * The 7th Guest * Tetris * Shadow Complex * Everquest * The Sims * And many more!

101 Video Games to Play Before You Grow Up
Ben Bertoli 2017-10 Have you got game? 101 Video Games to Play Before You Grow Up is the unofficial, definitive guide for the best video games ever made! Each page in this interactive handbook offers behind-the-scenes tidbits and trivia about the games that belong on your bucket list, along with parental rating guidelines, series background information, and storyline previews. Gamers can record their personal ratings of each series as they play their way through the list, making notes and critiquing the best and worst parts of each game. All different types of video games are featured, including adventure, puzzle, platform, racing, and role-playing games. Both gaming newbies and more experienced players can learn tips and tricks about the best games out there, and discover new genres of games to explore next. No matter what gaming system you have, this handy guide will help parents and kids alike choose the next best game to play.

Console Wars
Blake J. Harris 2014-05-13 Now a documentary on CBS All Access. Following the success of The Accidental Billionaires and Moneyball comes Console Wars—a mesmerizing, behind-the-scenes business thriller that chronicles how Sega, a small, scrappy gaming company led by an unlikely visionary and a team of rebels, took on the juggernaut Nintendo and revolutionized the video game industry. In 1990, Nintendo had a virtual monopoly on the video game industry. Sega, on the other hand, was just a faltering arcade company with big aspirations and even bigger personalities. But that would all change with the arrival of Tom Kalinske, a man who knew nothing about videogames and everything about fighting uphill battles. His unconventional tactics, combined with the blood, sweat and bold ideas of his renegade employees, transformed Sega and eventually led to a ruthless David-and-Goliath showdown with rival Nintendo. The battle was vicious, relentless, and highly profitable, eventually sparking a global corporate war that would be fought on several fronts: from living rooms and schoolyards to boardrooms and Congress. It was a once-in-a-lifetime, no-holds-barred conflict that pitted brother against brother, kid against adult, Sonic against Mario, and the US against Japan. Based on over two hundred interviews with former Sega and Nintendo employees, Console Wars is the underdog tale of how Kalinske miraculously turned an industry punchline into a market leader. It’s the story of how a humble family man, with an extraordinary imagination and a gift for turning problems into competitive advantages, inspired a team of underdogs to slay a giant and, as a result, birth a \$60 billion dollar industry. A best book of the year: NPR, Slate, Publishers Weekly, Goodreads

Ask Iwata
Satoru Iwata 2021-04-13 Satoru Iwata was the global president and CEO of Nintendo and a gifted programmer who played a key role in the creation of many of the world’s best-known games. He led the production of innovative platforms such as the Nintendo DS and the Wii, and laid the groundwork for the development of the wildly successful Pokémon Go game and the Nintendo Switch. Known for his analytical and imaginative mind, but even more for his humility and people-first approach to leadership, Satoru Iwata was beloved by game fans and developers worldwide. In this motivational collection, Satoru Iwata addresses diverse subjects such as locating bottlenecks, how success breeds resistance to change, and why programmers should never say no. Drawn from the “Iwata Asks” series of interviews with key contributors to Nintendo games and hardware, and featuring conversations with renowned Mario franchise creator Shigeru Miyamoto and creator of EarthBound Shigesato Itoi, Ask Iwata offers game fans and business leaders an insight into the leadership, development, and design philosophies of one of the most beloved figures in gaming history. -- VIZ Media

Gamelife
Michael W. Clune 2015-09-15 You have been awakened. Floppy disk inserted, computer turned on, a whirring, and then this sentence, followed by a blinking cursor. So begins Suspended, the first computer game to obsees seven-year-old Michael, to worm into his head and change his sense of reality. Thirty years later he will write: “Computer games have taught me the things you can’t learn from people.” Gamelife is the memoir of a childhood transformed by technology. Afternoons spent gazing at pixelated maps and mazes train Michael’s eyes for the uncanny side of 1980s suburban Illinois. A game about pirates yields clues to the drama of cafeteria politics and locker-room hazing. And in the year of his parents’ divorce, a spaceflight simulator opens a hole in reality. In telling the story of his youth through seven computer games, Michael W. Clune captures the part of childhood we live alone.

Blood, Sweat, and Pixels
Jason Schreier 2017-09-05 NATIONAL BESTSELLER “The stories in this book make for a fascinating and remarkably complete pantheon of just about every common despair and every joy related to game development.” — Rami Ismail, cofounder of Vlambeer and developer of Nuclear Throne
Developing video games—hero’s journey or fool’s errand? The creative and technical logistics that go into building today’s hottest games can be more harrowing and complex than the games themselves, often seeming like an endless maze or a bottomless abyss. In Blood, Sweat, and Pixels, Jason Schreier takes readers on a fascinating odyssey behind the scenes of video game development, where the creator may be a team of 600 overworked underdogs or a solitary geek genius. Exploring the artistic challenges, technical impossibilities, marketplace demands, and Donkey Kong-sized monkey wrenches thrown into the works by corporate, Blood, Sweat, and Pixels reveals how bringing any game to completion is more than Sisyphean—it’s technically short of miraculous. Taking some of the most popular, bestselling recent games, Schreier immerses readers in the hellfire of the development process, whether it’s RPG studio Bioware’s challenge to beat an impossible schedule and overcome countless technical nightmares to build Dragon Age: Inquisition; indie developer Eric Barone’s single-handed efforts to grow country-life RPG Stardew Valley from one man’s vision into a multi-million-dollar franchise; or Bungie spinning out from their corporate overlords at Microsoft to create Destiny, a brand new universe that they hoped would become as iconic as Star Wars and Lord of the Rings—even as it nearly ripped their studio apart. Documenting the round-the-clock crunches, buggy-eyed burnout, and last-minute saves, Blood, Sweat, and Pixels is a journey through development hell—and ultimately a tribute to the dedicated diehards and unsung heroes who scale mountains of obstacles in their quests to create the best games imaginable.

Block City
Kirsten Kearney 2015-05-01 Stretch your imagination with this highly illustrated guide to one of the world’s most popular games.

Extra Lives
Tom Bissell 2010-06-08 Tom Bissell is a prizewinning writer who published three widely acclaimed books before the age of thirty-four. He is also an obsessive gamer who has spent untold hours in front of his various video game consoles, playing titles such as Far Cry 2, Left 4 Dead, BioShock, and Oblivion for, literally, days. If you are reading this flap copy, the same thing can probably be said of you, or of someone you know. Until recently, Bissell was somewhat reluctant to admit to his passion for games. In this, he is not alone. Millions of adults spend hours every week playing video games, and the industry itself now reliably outearns Hollywood. But the wider culture seems to regard video games as, at best, well designed if mindless entertainment. Extra Lives is an impassioned defense of this assailed and misunderstood art form. Bissell argues that we are in a golden age of gaming—but he also believes games could be even better. He offers a fascinating and often hilarious critique of the ways video games dazzle and, just as often, frustrate. Along the way, we get firsthand portraits of some of the best minds (Jonathan Blow, Clint Hocking, Cliff Bleszinski, Peter Molyneux) at work in video game design today, as well as a shattering and deeply moving final chapter that describes, in searing detail, Bissell’s descent into the world of Grand Theft Auto IV, a game whose themes mirror his own increasingly self-destructive compulsions. Blending memoir, criticism, and first-rate reporting, Extra Lives is like no other book on the subject ever published. Whether you love video games, loathe video games, or are merely curious about why they are becoming the dominant popular art form of our time, Extra Lives is required reading.

Phoenix
Leonard Herman 1997

Masters of Doom
David Kushner 2004-05-11 Masters of Doom is the amazing true story of the Lennon and McCartney of video games: John Carmack and John Romero. Together, they ruled big business. They transformed popular culture. And they provoked a national controversy. More than anything, they lived a unique and rollicking American Dream, escaping the broken homes of their youth to co-create the most notoriously successful game franchises in history—Doom and Quake—until the games they made tore them apart. Americans spend more money on video games than on movie tickets. Masters of Doom is the first book to chronicle this industry’s greatest story, written by one of the medium’s leading observers. David Kushner takes readers inside the rags-to-riches adventure of two rebellious entrepreneurs who came of age to shape a generation. The vivid portrait reveals why their games are so violent and why their immersion in their brilliantly designed fantasy worlds offered them solace. And it shows how they channeled their fury and imagination into products that are a formative influence on our culture, from MTV to the Internet to Columbine. This is a story of friendship and betrayal, commerce and artistry—a powerful and compassionate account of what it’s like to be young, driven, and wildly creative. “To my taste, the greatest American myth of cosmogenesis features the maladjusted, antisocial, genius teenage boy who, in the insular laboratory of his own bedroom, invents the universe from scratch. Masters of Doom is a particularly inspired rendition. Dave Kushner chronicles the saga of video game virtuosos Carmack and Romero with terrific brio. This is a page-turning, mythopoetic cyber-soap opera about two glamorous geek geniuses—and it should be read while scarfing down pepperoni pizza and swilling Diet Coke, with Queens of the Stone Age cranked up all the way.”—Mark Leyner, author of I Smell Esther Williams

The Ultimate History of Video Games, Volume 1
Steven L. Kent 2010-06-16 The definitive behind-the-scenes history of the dawn of video games and their rise into a multibillion-dollar business “For industry insiders and game players alike, this book is a must-have.”—Mark Turmell, designer for Midway Games and creator of NBA Jam, NFL Blitz, and WrestleMania
With all the whiz, bang, pop, and shimmer of a glowing arcade, volume 1 of The Ultimate History of Video Games reveals everything you ever wanted to know and more about the unforgettable games that changed the world, the visionaries who made them, and the fanatics who played them. Starting in arcades then moving to televisions and handheld devices, the video game invasion has entranced kids and the young at heart for nearly fifty years. And gaming historian Steven L. Kent has been there to record the craze from the very beginning. The Ultimate History: Volume 1 tells the incredible tale of how this backroom novelty transformed into a cultural phenomenon. Through meticulous research and personal interviews with hundreds of industry luminaries, Kent chronicles firsthand accounts of how yesterday’s games like Space Invaders, Centipede, and Pac-Man helped create an arcade culture that defined a generation, and how today’s empires like Sony, Nintendo, and Electronic Arts have galvanized a multibillion-dollar industry and a new generation of games. Inside, you’ll discover
• the video game that saved Nintendo from bankruptcy
• the serendipitous story of Pac-Man’s design
• the misstep that helped topple Atari’s \$2-billion-a-year empire
• the coin shortage caused by Space Invaders
• the fascinating reasons behind the rise, fall, and rebirth of Sega
• and much more! Entertaining, addictive, and as mesmerizing as the games it chronicles, this book is a must-have for anyone who’s ever touched a joystick.

ZONIC - The Astralis Story
Danny 'zonic' Sorensen 2020-06-19

The History of the Future
Blake J. Harris 2019-02-19 The dramatic, larger-than-life true story behind the founding of Oculus and its quest for virtual reality, by the bestselling author of Console Wars. Drawing on over a hundred interviews with the key players driving this revolution, The History of the Future weaves together a rich, cinematic narrative that captures the breakthroughs, breakdowns and human drama of trying to change the world. The result is a super accessible and supremely entertaining look at the birth of a game-changing new industry. From iconic books like Neuronomancer to blockbuster films like The Matrix, virtual reality has long been hailed as the ultimate technology. But outside of a few research labs and military training facilities, this tantalizing vision of the future was nothing but science fiction. Until 2012, when Oculus founder Palmer Luckey—then just a rebellious teenage dreamer living alone in a camper trailer—invents a device that has the potential to change everything. With the help of a videogame legend, a serial entrepreneur and many other colorful characters, Luckey’s scrappy startup kickstarts a revolution and sets out to bring VR to the masses. As with most underdog stories, things don’t quite go according to plan. But what happens next turns out to be the ultimate entrepreneurial journey: a tale of battles won and lost, lessons learned and neverending twists and turns—including an unlikely multi-billion-dollar acquisition by Facebook’s Mark Zuckerberg, which shakes up the landscape in Silicon Valley and gives Oculus the chance to forever change our reality. Drawing on over a hundred interviews with the key players driving this revolution, The History of the Future weaves together a rich, cinematic narrative that captures the breakthroughs, breakdowns and human drama of trying to change the world. The result is a super accessible and supremely entertaining look at the birth of a game-changing new industry.

Vintage Game Consoles
Bill Loguidice 2014-02-24 Vintage Game Consoles tells the story of the most influential videogame platforms of all time, including the Apple II, Commodore 64, Nintendo Entertainment System, Game Boy, Sega Genesis, Sony PlayStation, and many more. It uncovers the details behind the consoles, computers, handhelds, and arcade machines that made videogames possible. Drawing on extensive research and the authors’ own lifelong experience with videogames, Vintage Game Consoles explores each system’s development, history, fan community, its most important games, and information for collectors and emulation enthusiasts. It also features hundreds of exclusive full-color screenshots and images that help bring each system’s unique story to life. Vintage Game Consoles is the ideal book for gamers, students, and professionals who want to know the story behind their favorite computers, handhelds, and consoles, without forgetting about why they play in the first place - the fun! Bill Loguidice is a critically acclaimed technology author who has worked on over a dozen books, including CoCo: The Colorful History of Tandy’s Underdog Computer, written with Boisy G. Pitre. He’s also the co-founder and Managing Director for the popular Website, Armchair Arcade. A noted videogame and computer historian and subject matter expert, Bill personally owns and maintains well over 400 different systems from the 1970s to the present day, including a large volume of associated materials. Matt Barton is an associate professor of English at Saint Cloud State University in Saint Cloud, Minnesota, where he lives with his wife Elizabeth. He’s the producer of the “Matt Chat,” a weekly YouTube series featuring in-depth interviews with notable game developers. In addition to the original Vintage Games, which he co-authored with Bill, he’s author of Dungeons & Desktops: The History of Computer Role-Playing Games and Honoring the Code: Conversations with Great Game Designers. *The Game Console 2.0*
Evan Amos 2021-08-31 This revised and expanded second edition of the bestselling The Game Console contains brand new content, with coverage of 50 more consoles, variants, and accessories in 50 added pages. The Game Console 2.0 is a gorgeous coffee table book for geeks and gamers that brings together highly detailed photos of more than 100 video game consoles and their electronic interiors spanning nearly five decades. Revised and updated since the first edition’s celebrated 2018 release, The Game Console 2.0 is an even bigger archival collection of vividly detailed photos of more than 100 video-game consoles. This ultimate archive of gaming history spans five decades and nine distinct generations, chronologically covering everything from market leaders to outright failures, and tracing the gaming industry’s rise, fall, and monumental resurgence. The book’s

2nd edition features more classic game consoles and computers, a section on retro gaming in the modern era, and dozens of new entries — including super-rare finds, such the Unisonic Champion 2711, and the latest ninth-generation consoles. You'll find coverage of legendary systems like the Magnavox Odyssey, Atari 2600, NES, and the Commodore 64; systems from the '90s and 2000s; modern consoles like the Nintendo Switch, Xbox Series X|S, and PlayStation 5; and consoles you never knew existed. Get a unique peek at the hardware powering the world's most iconic video-game systems with The Game Console 2.0 — the perfect gift for geeks of all stripes and every gamer's must-have coffee-table book.

Super Mario Jeff Ryan 2012-09-25 The definitive story of the rise of Nintendo. In 1981, Nintendo of America was a one-year-old business already on the brink of failure. Its president, Mino Arakawa, was stuck with two thousand unsold arcade cabinets for a dud of a game (Radar Scope). So he hatched a plan. Back in Japan, a boyish, shaggy-haired staff artist named Shigeru Miyamoto designed a new game for the unsold cabinets featuring an angry gorilla and a small jumping man. Donkey Kong brought in \$180 million in its first year alone and launched the career of a short, chubby plumber named Mario. Since then, Mario has starred in over two hundred games, generating profits in the billions. He is more recognizable than Mickey Mouse, yet he's little more than a mustache in bib overalls. How did a mere smear of pixels gain such huge popularity? Super Mario tells the story behind the Nintendo games millions of us grew up with, explaining how a Japanese trading card company rose to dominate the fiercely competitive video-game industry.

The Monopolists Mary Pilon 2015-02-17 The inside story of the world's most famous board game—a buried piece of American history with an epic scandal that continues today.

Playing at the Next Level Ken Horowitz 2016-10-27 Today a multinational video game developer, Sega was the first to break Nintendo's grip on the gaming industry, expanding from primarily an arcade game company to

become the dominant game console manufacturer in North America. A major part of that success came from the hard work and innovation of its subsidiary, Sega of America, who in a little more than a decade wrested the majority market share from Nintendo and revolutionized how games were made. Drawing on interviews with nearly 100 Sega alumni, this book traces the development of the company, revealing previously undocumented areas of game-making history, including Sega's relationship with Tonka, the creation of its internal studios, and major breakthroughs like the Sega Channel and HEAT Network. More than 40 of the company's most influential games are explored in detail.

Disrupting the Game Reggie Fils-Aimé 2022-05-03 Reggie Fils-Aimé, retired President and Chief Operating Officer of Nintendo of America Inc., shares leadership lessons and inspiring stories from his unlikely rise to the top. Although he's best known as Nintendo's iconic President of the Americas—immortalized for opening Nintendo's 2004 E3 presentation with, "My name is Reggie. I'm about kicking ass, I'm about taking names, and we're about making games"—Reggie Fils-Aimé's story is the ultimate gameplan for anyone looking to beat the odds and achieve success. Learn from Reggie how to leverage disruptive thinking to pinpoint the life choices that will make you truly happy, conquer negative perceptions from those who underestimate or outright dismiss you, and master the grit, perseverance, and resilience it takes to dominate in the business world and to reach your professional dreams. As close to sitting one-on-one with the gaming legend as it gets, you will learn: About the challenges Reggie faced throughout his life and career—from his humble childhood as the son of Haitian immigrants, to becoming one of the most powerful names in the history of the gaming industry. What it takes to reach the top of your own industry, including being brave enough to stand up for your ideas, while also being open to alternative paths to success. How to create vibrant and believable visions for your team and company. How to maintain relentless curiosity and know when to ask questions to shatter the status quo.