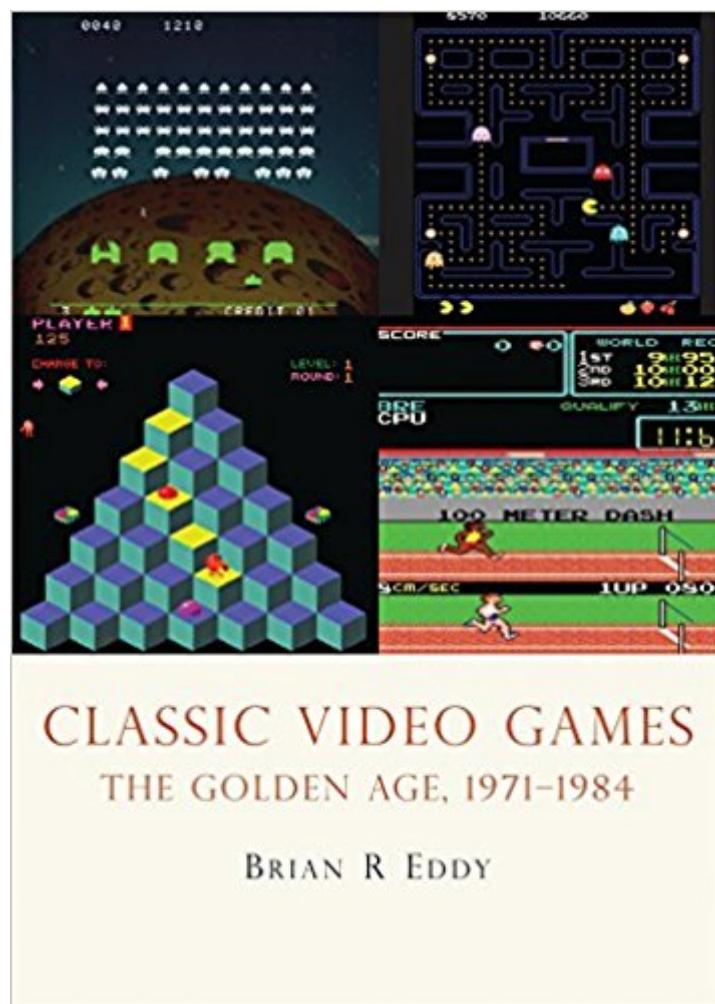


The book was found

# Classic Video Games: The Golden Age 1971–1984 (Shire Library USA)



## Synopsis

In the early 1970s, video arcade games sprung to life with the advent of Pong and other coin-operated games. Within just a few short years, if you had a quarter, you could go to the video arcade and play Space Invaders, Asteroids, or Pac-Man. If you were lucky enough to have an Atari system hooked up to your television, you could play Frogger or Galaga at home. By the early 1980s, arcade and video games were entrenched as a pop culture phenomenon, with players spending hours in arcades racking up as many points as possible. Arcade games were everywhere: restaurants, bowling alleys, department stores, grocery stores--anywhere that could accommodate a three-foot by five-foot machine. But, just as soon as the phenomenon began, it morphed into something else with the advent of hand-held games and more sophisticated home-gaming systems. Brian Eddy, former executive director, producer, and programmer for Midway Games, traces the evolution of arcade video games in *Classic Video Games*, giving readers an inside look at the stratospheric rise--and collapse--of the industry. Readers will reminisce about their favorite games, such as Centipede, Ms. Pac-Man, Tron, and Star Wars as they relive the glory days of the classic video game rage of the 1970s and 1980s.

## Book Information

Series: Shire Library USA (Book 639)

Paperback: 56 pages

Publisher: Shire Publications (March 20, 2012)

Language: English

ISBN-10: 0747810427

ISBN-13: 978-0747810421

Product Dimensions: 5.8 x 0.2 x 0.3 inches

Shipping Weight: 2.4 ounces (View shipping rates and policies)

Average Customer Review: 3.4 out of 5 stars 5 customer reviews

Best Sellers Rank: #772,630 in Books (See Top 100 in Books) #112 in Books > Crafts, Hobbies & Home > Antiques & Collectibles > Popular Culture #143 in Books > Crafts, Hobbies & Home > Antiques & Collectibles > Dolls, Toys & Figurines > Toys #850 in Books > Humor & Entertainment > Puzzles & Games > Trivia

## Customer Reviews

Brian R. Eddy has been developing video games for over three decades. He is currently the CCO of Spooky Cool Labs a developer of premium social and mobile games. Previously, he was an

executive producer and director with Midway Games. There Eddy designed several of the most popular and influential pinball machines of the 1990s, including Attack from Mars and Medieval Madness. He also was the programmer on several other influential machines, including FunHouse, The Machine: Bride of Pin\*Bot, and Indiana Jones: The Pinball Adventure. Eddy's pinball machines consistently rank in the top 10, both in popularity and in the highest prices paid for pinball machines. Before the closure of Midway's pinball division in 1999, Eddy moved to Midway's video game division where he led the development of the sit down arcade snowmobile racer Arctic Thunder. Brian then moved into console game development division where he created Psi-Ops: The Mindgate Conspiracy for the PS2, Xbox, PC and John Woo Presents: Stranglehold for the Xbox 360, PS3 and PC. An avid collector and player of video games he maintains a substantial collection of all types of video games.

Considering this is the first book I've read on the subject, overall I was more pleased than disappointed. Although the book is very short and a quick read at 56 pages, it is nonetheless informative and ideal for those experienced in having played games from this era - rather than providing exhaustive details about the gameplay which the reader would likely already know, the author gives just a very brief description of gameplay details but then goes on to mention what made each game historically significant in terms of technological advances, unusual console configurations, and other unique features. Well complemented with color graphics, including not only screenshots but some images of game cabinets, consoles and advertising flyers too. Only complaint is that several games did not receive specific mention, including some of my personal favorites, but given its short length, the book covers more ground than I expected it to. A nice addition to my bookshelf, but by no means a complete A-Z encyclopedic reference of every game from the era. Should also mention that scope of this book is strictly coin-op arcade games, not home game systems (although author does mention cases where "sequel" versions made for home game systems were successful).

Short but informative.

I am a fan of classic video games systems and the games they featured. I will take my favorite twenty AT2600 games and put them up against anyone else's top 20 from any system new or old. I say that the playability is better on a game like Circus Atari or Solar Fox than any of the ultra complicated, super realistic games available today. For me, the trade off started with the Sega

Genesis Sports games. The graphics were C+ but the playability was A-. As the graphics got better, the playability became more automated and less fun. It has gotten to the point where you are not really controlling the action on the screen...not really. Whenever possible, I read up on the games of the late 1970's and the first home video gaming systems. I saw that the Prime price was \$9.72 and I didn't look to much further when I saw a used copy (Very Good) at just over a dollar. Trusting Prime, I didn't do my research. Had I done that, I would have realized this is 58 pages and a waste of ink.

While an enjoyable read this book suffers from being superficial. It's hard for me to explain but it sometimes reads like a book report. In depth interviews with the game makers like you find in retrogamer would have sucked me in more. The photos and screenshots were nice but more of them and even more importantly, at a higher resolution, would have been even nicer. Overall a worthwhile nice light read it just left me wanting more...

Great tells all i love the book it has pictures of all the games and everything its great and fun

[Download to continue reading...](#)

Classic Video Games: The Golden Age 1971â "1984 (Shire Library USA) Classic Home Video Games, 1972-1984: A Complete Reference Guide Video Games, Violence, and Crime (Video Games and Society) How Do Video Games Affect Society? (Video Games and Society) 1984 book Learn the Secret Behind Orwellâ "s Hidden Messages into the 21st Century, Science Fiction, Dystopian, Encyclopedia, Study Aid, The Best Book on 1984 Ever!: Science fiction, Dystopia Harley-Davidson: A History of the Worldâ "s Most Famous Motorcycle (Shire Library USA) Pottery of the Southwest: Ancient Art and Modern Traditions (Shire Library USA) The Shakers: History, Culture and Craft (Shire Library USA) Confederate Currency (Shire Library USA) American Barns (Shire Library USA) Warriors Word Scramble: Word Scramble Games - Word Search, Word Puzzles And Word Scrambles (Word Games, Brain Games, Word Search, Word Search Games, Word ... Scramble, Word Scrabble, Unscramble Word) Hoyle's Rules of Games: The Essential Family Guide to Card Games, Board Games, Parlor Games, New Poker Variations, and More Travel Games for Adults: Coloring, Games, Puzzles and Trivia: Featuring Over 60 Activities including Group Games, Games for Two, Scavenger Hunts, ... Word Search, Word Scramble and more Video Games Memes: Hilarious Free Video Game Memes & Jokes 2017 - Memes Free, Memes for Kids, Ultimate Memes, Manga Memes USA TODAY Jumbo Puzzle Book 2: 400 Brain Games for Every Day (USA Today Puzzles) USA TODAY Jumbo Puzzle Book: 400 Brain Games for Every Day (USA Today

Puzzles) Steamboats: Icons of America's Rivers (Shire USA) Drawing Basics and Video Game Art: Classic to Cutting-Edge Art Techniques for Winning Video Game Design An Illustrated History of 151 Video Games: A detailed guide to the most important games; explores five decades of game evolution Classic 80s Home Video Games Identification & Value Guide: Featuring Atari 2600, Atari 5200 Atari 7800, Coleco Vision, Odyssey, Intellivision, Victrex

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)