

Vintage Game Consoles: An Inside Look at Apple, Atari, Commodore, Nintendo, and the Greatest Gaming Platforms of All Time

By Bill Loguidice, Matt Barton

Download now

Read Online

Vintage Game Consoles: An Inside Look at Apple, Atari, Commodore, Nintendo, and the Greatest Gaming Platforms of All Time By Bill Loguidice, Matt Barton

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!

There are 400 captioned images and 348 overall pages packed with content. The main platforms covered are: **arcade**, **Apple II**,**Atari 2600 VCS**, **Atari 8-bit**, **Mattel Intellivision**, **PC DOS computers**, **Commodore 64**, **ColecoVision**, **NES**, **Commodore Amiga**, **Sega Genesis**, **GameBoy**, **Super NES**, **PC Windows computers**, **PlayStation**, **Nintendo 64**, **Dreamcast**, **PlayStation 2**,**Xbox**, and **GameCube**. Of course, many other platforms - and games - are also discussed along the way, as are some of the variations from other regions outside the North American focus of the book. Cover art is by homebrew artist, Nathan Strum, and is inspired by classic videogame magazine, *Electronic Games*.

About the Authors:

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 a 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.*

Download Vintage Game Consoles: An Inside Look at Apple, At ...pdf

Read Online Vintage Game Consoles: An Inside Look at Apple, ...pdf

Vintage Game Consoles: An Inside Look at Apple, Atari, Commodore, Nintendo, and the Greatest Gaming Platforms of All Time

By Bill Loguidice, Matt Barton

Vintage Game Consoles: An Inside Look at Apple, Atari, Commodore, Nintendo, and the Greatest Gaming Platforms of All Time By Bill Loguidice, Matt Barton

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!

There are 400 captioned images and 348 overall pages packed with content. The main platforms covered are: **arcade**, **Apple II**,**Atari 2600 VCS**, **Atari 8-bit**, **Mattel Intellivision**, **PC DOS computers**, **Commodore 64**, **ColecoVision**, **NES**, **Commodore Amiga**, **Sega Genesis**, **GameBoy**, **Super NES**, **PC Windows computers**, **PlayStation**, **Nintendo 64**, **Dreamcast**, **PlayStation 2**,**Xbox**, and **GameCube**. Of course, many other platforms - and games - are also discussed along the way, as are some of the variations from other regions outside the North American focus of the book. Cover art is by homebrew artist, Nathan Strum, and is inspired by classic videogame magazine, *Electronic Games*.

About the Authors:

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 a 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.*

Vintage Game Consoles: An Inside Look at Apple, Atari, Commodore, Nintendo, and the Greatest

Gaming Platforms of All Time By Bill Loguidice, Matt Barton Bibliography

- Sales Rank: #1154752 in Books
- Brand: imusti
- Published on: 2014-02-07
- Original language: English
- Number of items: 1
- Dimensions: 9.00" h x 7.25" w x 1.00" l, 1.90 pounds
- Binding: Paperback
- 368 pages

Download Vintage Game Consoles: An Inside Look at Apple, At ...pdf

Read Online Vintage Game Consoles: An Inside Look at Apple, ...pdf

Download and Read Free Online Vintage Game Consoles: An Inside Look at Apple, Atari, Commodore, Nintendo, and the Greatest Gaming Platforms of All Time By Bill Loguidice, Matt Barton

---

Editorial Review

Review

'There are other gaming books out there. What makes *Vintage Game Consoles* different, however, is the thorough nature of the writing, while still being condensed enough to tell a story...This book has that special ability to put into words those feelings, those gaming moments that us long-time gamers sometimes have so much trouble explaining.' -- *Christin Deville, GameVortex Communications*

'If you're new to the classic gaming scene, this book is the perfect primer to get you up to speed and allow you to speak intelligently on the subject. If you're a grizzled veteran like me, there's still plenty to learn, especially about platforms with which you had limited experience when they were current-gen. The book also makes for great reference material after the initial read-through. I've read more than my share of these retrospective gaming books, and this one is by far the most well-rounded.' -- *Chris Alaimo, Classic Gaming Quarterly*

"Apple II aficionados will be comforted to find the Apple II included in *Vintage Game Consoles*, Bill Loguidice and Matt Barton's time-spanning, 30-year coverage of notable video game machines...[*Vintage Game Consoles*] is a welcome addition to video game canon. It's professionally presented, well written, and interesting to boot." - *Juiced.GS, Andy Molloy*

About the Author

Bill Loguidice is a critically acclaimed technology author, as well as co-founder and Managing Director for the online publication, 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. Bill is the author of the following major books: "My Xbox One" (2014, Que Publishing), "CoCo: The Colorful History of Tandy's Underdog Computer" (2013, CRC Press/Taylor & Francis Group), "Vintage Games: An Insider Look at the History of Grand Theft Auto, Super Mario and the Most Influential Games of All Time" (2009, Focal Press; which received an Italian translation), "Wii Fitness For Dummies" (2010, Wiley; making use of his AFTA personal training certification), "Motorola ATRIX For Dummies" (2011, Wiley), "My Xbox: Xbox 360, Kinect, and Xbox LIVE" (2012, Que Publishing), and "My PlayStation Vita" (2012, Que Publishing). He lives in Burlington, New Jersey, with his wife and regular co-author, Christina T. Loguidice, and his daughters, Amelie and Olivia.

Dr. Matt Barton is a professor of English at St. Cloud State University in Minnesota, where he has been teaching courses in writing and technology since 2005. He is the producer of "Matt Chat," a weekly YouTube program featuring interviews with noted videogame developers and in-depth retrospectives of great videogames. He's the author of Honoring the Code: Conversations with Great Game Designers and Dungeons & Desktops: The History of Computer Role-Playing Games. He's the co-author of Vintage Games: An Insider Look at the History of Grand Theft Auto, Super Mario, and the Most Influential Games of All Time. He lives in Saint Cloud, Minnesota, with his wife Elizabeth.

Users Review

From reader reviews:

Kenneth Hand:

Do you have favorite book? When you have, what is your favorite's book? Publication is very important thing for us to understand everything in the world. Each guide has different aim or maybe goal; it means that book has different type. Some people truly feel enjoy to spend their the perfect time to read a book. These are reading whatever they get because their hobby is reading a book. Why not the person who don't like looking at a book? Sometime, individual feel need book after they found difficult problem or perhaps exercise. Well, probably you should have this Vintage Game Consoles: An Inside Look at Apple, Atari, Commodore, Nintendo, and the Greatest Gaming Platforms of All Time.

Eddie Nelson:

Nowadays reading books are more than want or need but also get a life style. This reading routine give you lot of advantages. Associate programs you got of course the knowledge the actual information inside the book which improve your knowledge and information. The details you get based on what kind of e-book you read, if you want send more knowledge just go with education books but if you want experience happy read one having theme for entertaining like comic or novel. The actual Vintage Game Consoles: An Inside Look at Apple, Atari, Commodore, Nintendo, and the Greatest Gaming Platforms of All Time is kind of guide which is giving the reader erratic experience.

Judith Judd:

Playing with family in a very park, coming to see the coastal world or hanging out with pals is thing that usually you have done when you have spare time, and then why you don't try matter that really opposite from that. 1 activity that make you not experience tired but still relaxing, trilling like on roller coaster you have been ride on and with addition associated with. Even you love Vintage Game Consoles: An Inside Look at Apple, Atari, Commodore, Nintendo, and the Greatest Gaming Platforms of All Time, you may enjoy both. It is very good combination right, you still would like to miss it? What kind of hangout type is it? Oh come on its mind hangout fellas. What? Still don't understand it, oh come on its known as reading friends.

Peter Lombard:

You can spend your free time to read this book this book. This Vintage Game Consoles: An Inside Look at Apple, Atari, Commodore, Nintendo, and the Greatest Gaming Platforms of All Time is simple to bring you can read it in the park, in the beach, train and soon. If you did not possess much space to bring the particular printed book, you can buy often the e-book. It is make you better to read it. You can save typically the book in your smart phone. Consequently there are a lot of benefits that you will get when you buy this book.

Download and Read Online Vintage Game Consoles: An Inside Look at Apple, Atari, Commodore, Nintendo, and the Greatest Gaming Platforms of All Time By Bill Loguidice, Matt Barton #XR94TYZH5MC

Read Vintage Game Consoles: An Inside Look at Apple, Atari, Commodore, Nintendo, and the Greatest Gaming Platforms of All Time By Bill Loguidice, Matt Barton for online ebook

Vintage Game Consoles: An Inside Look at Apple, Atari, Commodore, Nintendo, and the Greatest Gaming Platforms of All Time By Bill Loguidice, Matt Barton Free PDF d0wnl0ad, audio books, books to read, good books to read, cheap books, good books, online books, books online, book reviews epub, read books online, books to read online, online library, greatbooks to read, PDF best books to read, top books to read Vintage Game Consoles: An Inside Look at Apple, Atari, Commodore, Nintendo, and the Greatest Gaming Platforms of All Time By Bill Loguidice, Matt Barton books to read online.

Online Vintage Game Consoles: An Inside Look at Apple, Atari, Commodore, Nintendo, and the Greatest Gaming Platforms of All Time By Bill Loguidice, Matt Barton ebook PDF download

Vintage Game Consoles: An Inside Look at Apple, Atari, Commodore, Nintendo, and the Greatest Gaming Platforms of All Time By Bill Loguidice, Matt Barton Doc

Vintage Game Consoles: An Inside Look at Apple, Atari, Commodore, Nintendo, and the Greatest Gaming Platforms of All Time By Bill Loguidice, Matt Barton Mobipocket

Vintage Game Consoles: An Inside Look at Apple, Atari, Commodore, Nintendo, and the Greatest Gaming Platforms of All Time By Bill Loguidice, Matt Barton EPub