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GAMES COMMODORES PLAY



by Philip W. Dennis and Greg Minter

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Mark James Capella and Michael D. Weinstock

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Vintage Game Consoles Bill Loguidice, Matt Barton, 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 **InfoWorld**, 1984-04-09 InfoWorld is targeted to Senior IT professionals Content is segmented into Channels and Topic Centers InfoWorld also celebrates people companies and projects Boys'

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