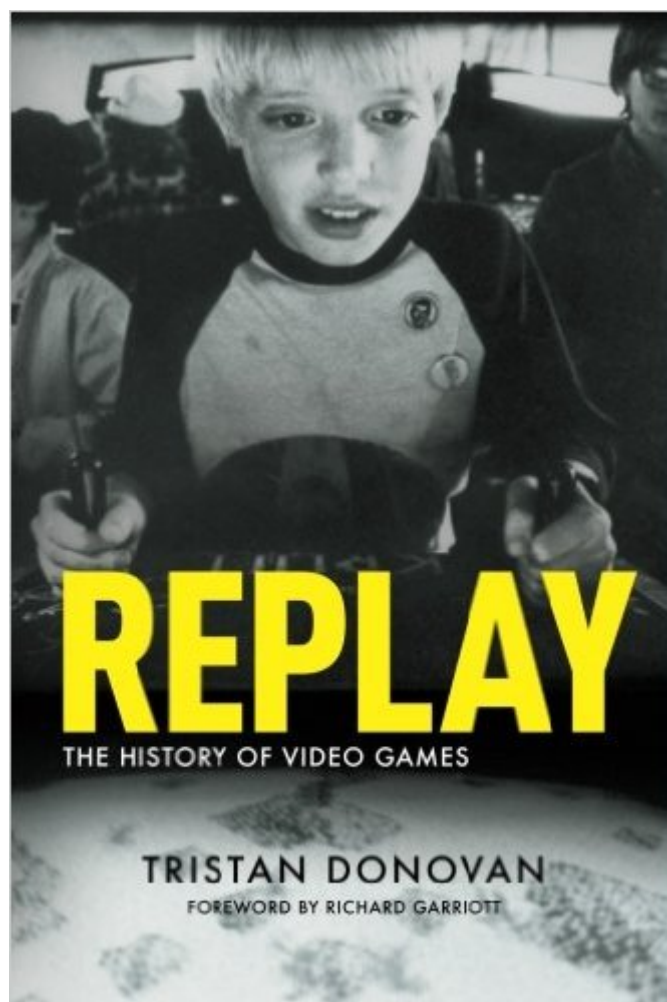


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Replay: The History Of Video Games



Synopsis

A riveting account of the strange birth and remarkable evolution of the most important development in entertainment since television, *Replay* is the ultimate history of video games. Based on extensive research and over 140 exclusive interviews with key movers and shakers from gaming's past, *Replay* tells the sensational story of how the creative vision of game designers gave rise to one of the world's most popular and dynamic art forms.

Book Information

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Average Customer Review: 4.5 out of 5 stars Â Â See all reviews Â (30 customer reviews)

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Customer Reviews

Let me start by saying this book is thoroughly researched, well-written and often contains a narrative style that feels more fiction than non-fiction lending to a smooth, easy and immediately informative read. The book discusses the formation of the gaming industry and starts by providing an in-depth, chronologically based look at the popular gaming consoles, business landscape and fads from 1965 to 1995 and focuses mostly on the associated hardware, initial formation of video games, formats (PC, Mac, cartridge, CD-Rom) and creation of genres rather than each individual title. Additionally, this book contains a ton of information about the global state of gaming, most notably what was going on in the UK, Europe and USSR/Russia during the 80s as well as China and South Korea during the late 90s and 2000s and features some incredibly gripping summaries of the 1983 gaming collapse and challenges creators of *Ultimata Online* faced in navigating a completely new open-world game design. If you're interested in the early years of gaming, this book is an absolute must-buy. Where the book loses focus is in its discussion of the 1990s. After about 250 pages, the

tightly woven, chronological narrative gives way to an unfocused mess of random games and ideas, such as Beat Mania, The Sims, and girl gaming culture. While these items are important to the overall history of gaming, it would've been nice to have them follow the structure that made the earlier chapters so enjoyable to read rather than jumping from 7th Guest and Doom to Rock Band in the span of about 40 pages without even introducing the PS2, let alone Xbox 360/Wii/PS3.

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