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Sep 06, 2020: an illustrated history of 151 video games a detailed guide to the most important games explores five decades of game evolution Posted By Ann M. MartinMedia TEXT ID 8126c30ad Online PDF Ebook Epub Library book summary the title of this book is an illustrated history of 151 video games and it was written by simon parkin this particular edition is in a hardcover format this books ...

Examines the evolution of video games, chronicles the history of gaming, and profiles key titles across all platforms.

In fewer than fifty years video games have become one of the most popular forms of entertainment. But which are the best games, the ones you must play? Tony Mott, editor of popular gaming magazine Edge, presents 1001 of the best video games from around the world, from Donkey Kong to Doom, and from Frogger to Final Fantasy. Covering everything from old favourites to those breaking new ground, these are the games that should not be missed.

Samurai: An Illustrated History brings the violent, tumultuous, and, at the same time, elegant world of the medieval Japanese samurai to life. This book of Japanese history traces the story of a unique historical phenomenon: a period of 700 years equivalent to the entire stretch of Western history between the reigns of the Crusader king Richard the Lionhearted and of Queen Victoria at the height of the British Empire during which an enclosed civilization was dominated by a single warrior caste. The historical narrative of samurai history is supported by explanations of samurai armor, weapons, fortifications, tactics, and customs, and illustrated with nearly 800 fascinating color photographs, maps, and sketches, including ancient scroll paintings and surviving suits of armor preserved for centuries in Japanese shrines. From the 12th to the 19th centuries the history of Japan was effectively the history of the samurai: the class of professional fighting men. At first they were no more than lowly soldiery employed by the court aristocracy of Kyoto, but the growing power of the provincial warrior clans soon enabled them to brush aside the executive power of the imperial court and to form their own parallel military government. Though individual dynasties came and went in cycles of vigor and decadence, the dominance of the samurai as a class proved uniquely resilient.

The definitive history of humanity's search to find its place within the universe. North charts the history of astronomy and cosmology from the Paleolithic period to the present day.

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 as 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 1990s 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.

An engaging and vivid read by author and naval historian Brian Lavery, The Conquest of the Ocean tells the 5,000 year history of the remarkable individuals who sailed the seas for trade, to conquer new lands, and to explore the unknown. From the early Polynesian sailors to the first circumnavigations by the Portuguese and the British, The Conquest of the Ocean explores the lives of these sailors and their tales of epic sea voyages, great feats of seamanship, navigation, endurance, and ingenuity. Explore the lives of famous land-seekers and globe-charted such as Christopher Columbus, Captain James Cook, and Vitus Bering through eyewitness accounts of their maritime adventures. Full color photographs, paintings, diagrams, and maps are woven into the text to help tell the compelling stories of life at sea that lie behind man's search for new lands, new trade, conquest, and uncharted waters. From the conquest of Mexico to World War II, and the voyages of the Vikings to the Exxon Valdez crisis, The Conquest of the Ocean covers the history of ships and sailing in times of exploration, war, discovery, and disaster.

A complete, illustrated history of video games--highlighting the machines, games, and people who have made gaming a worldwide, billion-dollar industry/artform--told in a graphic novel format. Author Jonathan Hennessey and illustrator Jack McGowan present the first full-color, chronological origin story for this hugely successful, omnipresent artform and business. Hennessey provides readers with everything they need to know about video games--from their early beginnings during World War II to the emergence of arcade games in the 1970s to the rise of Nintendo to today's app-based games like Angry Birds and Pokemon Go. Hennessey and McGowan also analyze the evolution of gaming as an artform and its impact on society. Each chapter features spotlights on major players in the development of games and gaming that contains everything that gamers and non-gamers alike need to understand and appreciate this incredible phenomenon.

The Video Games Textbook takes the history of video games to another level, with visually-stimulating, comprehensive, and chronological chapters that are relevant and easy to read for a variety of students. Every chapter is a journey into a different era or area of gaming, where readers emerge with a strong sense of how video games evolved, why they succeeded or failed, and the impact they had on the industry and human culture. Written to capture the attention and interest of both domestic and international college students, each chapter contains a list of objectives and key terms, illustrative timelines, arcade summaries, images and technical specifications of all major consoles.

The rich and colorful story of America's most popular music and the singers and songwriters who captivated, entertained, and consoled listeners throughout the twentieth century--based on the upcoming eight-part film series to air on PBS in September 2019 This gorgeously illustrated and hugely entertaining history begins where country music itself emerged: the American South, where people sang to themselves and to their families at home and in church, and where they danced to fiddle tunes on Saturday nights. With the birth of radio in the 1920s, the songs moved from small towns, mountain hollers, and the wide-open West to become the music of an entire nation--a diverse range of sounds and styles from honky tonk to gospel to bluegrass to rockabilly, leading up through the decades to the music's massive commercial success today. But above all, Country Music is the story of the musicians. Here is Hank Williams's tragic honky tonk life, Dolly Parton rising to fame from a dirt-poor childhood, and Loretta Lynn turning her experiences into songs that spoke to women everywhere. Here too are interviews with the genre's biggest stars, including the likes of Merle Haggard to Garth Brooks to Rosanne Cash. Rife with rare photographs and endlessly fascinating anecdotes, the stories in this sweeping yet intimate history will captivate longtime country fans and introduce new listeners to an extraordinary body of music that lies at the very center of the American experience.

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