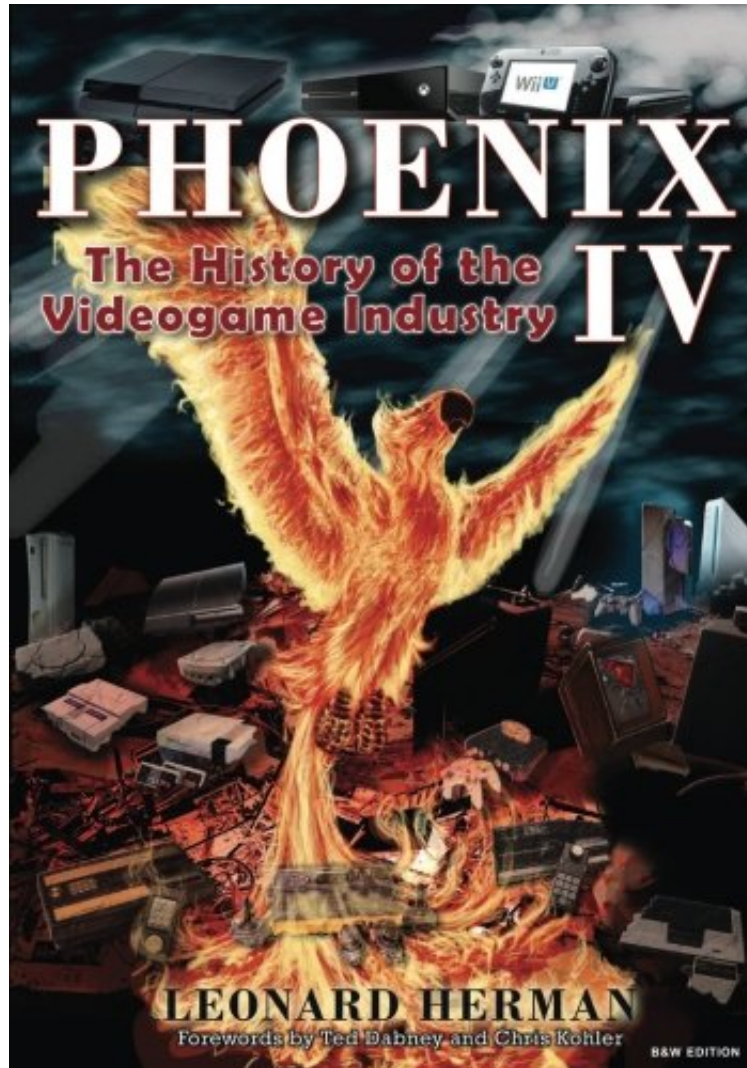


[Download] Phoenix IV: The History of the Videogame Industry

Phoenix IV: The History of the Videogame Industry

Leonard Herman

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Leonard Herman : Phoenix IV: The History of the Videogame Industry before purchasing it in order to gage whether or not it would be worth my time, and all praised Phoenix IV: The History of the Videogame Industry:

2 of 2 people found the following review helpful. Great resource, a must for anybody with an interest in gaming.By RebeccaI used to think I knew a fair bit about the history of one of my favorite hobbies, but this just points out how much I didn't. Kindle version is excellent and I really love all the pictures included. Brought back fond memories of things I had in my childhood that I had almost forgotten about. It is really amazing to see just how far this industry has come - from amazement over moving a dot around on a screen to VR in the space of around four decades. Anyways, a very good book to read in little bursts, so many little tidbits it will arm you with to show off to your fellow gamers.1 of

1 person found the following review helpful. Still enjoying this amazing book
By Ryan Burger
Still enjoying this amazing book
3 of 3 people found the following review helpful. Phoenix Rises Again even greater than ever!
By Jeff Kemper
So, to start this, I have been reading this book since its inception in 1994. Back then, we were wholly invested in the idea of where it all came from, since we had just had a crash and burn in the world of videogames a decade earlier. We all wanted to know the history so we could better understand where we had come to. This book put it all into perspective written by someone who had been there through it, knew the key players, and had published through it. As the years rolled on it got only better, as more "history" came through, 1997, 2001 and now this, today. NOT EVEN Wikipedia has a more thorough capture of it all, from the prehistory to nearly a year ago.. The pictures are terrific, descriptions leave nothing to the imagination, it is exactly what it is, a COMPLETE history. Not just facts, not just names and places, but the tiny bits of insider stories and things that you may or may not have heard of, along with a comprehensive flow through the days, months and years. It also provides a terrific at-a-glance reference if you just want a basic or even hidden factoid! It is one of those books that will grow and expand with the decades, designed from the core to be added to as the years roll on and we find ourselves in the future, with the present being then next chapter of the history! I had read three previous editions, and despite my familiarity with the series, I was pleasantly surprised as it did not disappoint. My only criticism would be even though it is apparently meant for a color version of the book, I would have preferred the chapter page tabs be more like file folder styled staggered tabs so I could see from the edge of the book where each chapter began and ended. The current style blends them into one big block in the center of the book at the edge of the page.. It does not in anyway take away from the amazing content and real-life storytelling in any way.

Since its debut in 1994 as the first serious book about videogame history, Phoenix has been regarded worldwide as the Bible of videogame history by professionals and fans alike. Now in its fourth edition, the text has been completely rewritten and updated to include videogame history through 2015. Illustrated with over 1000 bw photos from Atari to Zeebo, Pong to PlayStation, and arranged chronologically, Phoenix remains the first place to start any study of gaming history.

Leonard Herman has done it again. If you really want to be able to have access to a videogame history that is thoroughly researched, then his new book covering the vast videogame history scene is for you.
Ralph Baer
Inventor of the home videogame console
Filled with incredible detail and eyewitness accounts of the industry from its roots in the late '60s to the boom of the 1990s, Phoenix (in any of its editions) is still the first place to start any study of gaming history.
Game Informer magazine
Phoenix is a must-read, must-study, must-own for anyone proclaiming a love for the gaming industry. Now that it's on its fourth edition, I can all but promise you it's 5,000 times more accurate than Wikipedia.
Dan "Shoe" Hsu, former editor-in-chief, Gamesbeat and EGMP
Phoenix is one of the most impressive and comprehensive accounts of the history of video games. I refer to it often and I'm continually surprised by the sheer magnitude of content in each revision.
Mike Mika, Game Developer and Game Historian
Clearly written and thoroughly researched, Phoenix is the cornerstone upon which every serious videogame enthusiast should start building their own library.
Dr. Roberto Dillon, author of The Golden Age of Video Games
The video game industry has a true historian. His name is Leonard Herman. The video game industry has a history of record. Its title is Phoenix.
Steven Kent, author of The Ultimate History of Video Games
Anyone who loves video games and wants a fact-filled deep dive into its origins, evolution, and key players as well as ancillary technologies like home computers and the Internet should look no further than Leonard Hermans fourth edition of Phoenix. Easy to pick up but hard to put down, Hermans 800+-page tome is a fun and insightful read that chronologically covers the video game personalities, iconic games, platforms, and publications from Atari to Zelda. While the previous third edition was ideal for retro gamers with nostalgic leaning towards the 70s, 80s and 90s, this ambitious new fourth edition version also covers current consoles, platforms, and services, up until 2015. Young or old, gamers will no doubt appreciate the effort poured into this massive book.
Marc Saltzman, syndicated columnist, author, speaker and TV/radio personality
An incredible treasure trove of information. Perfect for gamers, collectors or anyone looking to take a fascinating stroll down memory lane.
Blake J. Harris, author of Console Wars: Sega, Nintendo, and the Battle that Defined a Generation
People calling themselves 'game historians' today should be using Phoenix as their backup for fact-checking. Len isn't just this industry's first historian, he lived through and clearly enjoyed the history as it was being made.
Joe Santulli, Curator, National Videogame Museum
Leonard Herman is the original videogame historian, and Phoenix is where the serious study of the game industry began. I'm super excited to see the updates in the latest edition.
Chris Charla, Director, ID@Xbox at Microsoft
For the past decade, I have exclusively used Phoenix in my college classrooms. No other publication is as accurate, complete, wide-ranging, comprehensive, all-embracing, thorough and extensive as Leonard Hermans weighty tome. This is the book that experts, such as myself, respect and use as a resource.
Professor Michael Thomasson, Canisius College
About the Author
Leonard Herman, The Game Scholar, is regarded as one of the earliest and most respected videogame historians. The first edition of Phoenix: The Fall Rise of Home Videogames, which was published in 1994, is considered to be the first serious and comprehensive

book about the history of videogames. Mr. Herman became hooked on videogames after he played Pong at a local bowling alley in 1972. He became interested in home videogames when he purchased his Atari VCS in May, 1979. Mr. Herman, who is an award-winning lyricist, has written articles for Videogaming Computer Illustrated, Games Magazine, Electronic Gaming Monthly, the Official U.S. PlayStation Magazine, Pocket Games, Classic Gamer Magazine, Edge, Game Informer, Classic Gamer Magazine, Mancini Games, Gamespot.com and Video Game Trader, a magazine that he also edited. He has also contributed articles to several videogame-related books, including Supercade, The Video Game Explosion and The Encyclopedia of Video Games. Mr. Herman has also written the book ABC To the VCS (A Directory of Software for the Atari 2600), a compendium of game summaries. He has also written and designed user's manuals for the following Atari VCS games: Cracked, Save the Whales, Pick-Up, Rush Hour, Looping, The Entity and Lasercade, as well as the user's guide to Ralph Baer's Pinball! for the Odyssey2. In 1994, Mr. Herman founded Rolenta Press, a publisher of videogame books, whose catalogue included Videogames: In the Beginning, by Ralph H. Baer, the inventor of the videogame console, and Confessions of the Game Doctor by Bill Kunkel, the world's first videogame journalist. Two Rolenta Press books were included in a list of the top ten videogame books of all time by Game Informer magazine in 2008. Mr. Herman has served as an advisor for Videotopia, Classic Gaming Expo and the National Videogame Museum. He has appeared in several episodes of G4's Icons and in the documentary, The King of Arcades. In 2003, Mr. Herman received a Classic Gaming Expo Achievement Award in recognition for his accomplishments in documenting game history.