

Art Of Atari

Before Call of Duty, beforeÂ World of Warcraft, before even Super Mario Bros., the video game industry exploded in the late 1970s with the advent of the video arcade. Leading the charge was Atari Inc., the creator of, among others, the iconic game Missile Command. The first game to double as a commentary on culture, Missile Command put the players' fingers on "the button,†? making them responsible for the fate of civilization in a no-win scenario, all for the price of a quarter. The game was marvel of modern culture, helping usher in both the age of the video game and the video game lifestyle. Its groundbreaking implications inspired a fanatical culture that persists to this day.As fascinating as the cultural reaction to Missile Command were the programmers behind it. Before the era of massive development teams and worship of figures like Steve Jobs, Atari was manufacturing arcade machines designed, written, and coded by individual designers. As earnings from their games entered the millions, these creators were celebrated as geniuses in their time; once dismissed as nerds and fanatics, they were now being interviewed for major publications, and partied like Wall Street traders. However, the toll on these programmers was high: developers worked 120-hour weeks, often opting to stay in the office for days on end while under a deadline. Missile Command creator David Theurer threw himself particularly fervently into his work, prompting not only declining health and a suffering relationship with his family, but frequent nightmares about nuclear annihilation. To truly tell the story from the inside, tech insider and writer Alex Rubens has interviewed numerous major figures from this time: Nolan Bushnell, founder of Atari; David Theurer, the creator of Missile Command; and Phil Klemmer, writer for the NBC series Chuck, who wrote an entire episode for the show about Missile Command and its mythical "kill screen.†? Taking readers back to the days of TaB cola, dot matrix printers, and digging through the couch for just one more quarter, Alex Rubens combines his knowledge of the tech industry and experience as a gaming journalist to conjure the wild silicon frontier of the 8-bit '80s. 8-Bit Apocalypse: The Untold Story of Atari's Missile Command offers the first in-depth, personal history of an era for which fans have a lot of nostalgia.

The fan-favorite MEGA MAN X games took the classic platforming franchise in a dynamic new direction. In this future world filled with conflict and strife, sentient artificial beings known as Reploids have grown in population. When rogue Reploids called Mavericks threaten humanity, the daring Maverick Hunters rise up to meet them. The MEGA MAN X: MAVERICK HUNTER'S FIELD GUIDE is your ultimate handbook to the reploids of the 22nd century. Inside you'll find detailed profiles of every dangerous Maverick, plus other important characters like X, Zero, Axl, Sigma, Vile, and many more.

*Gamers who cut their teeth in the arcades will love this trip down memory lane. Arcade is a unique collection of coin-op cabinet marquees, some dating back 40 years to the dawn of video gaming. Originally acquired by Tim Nicholls from a Hollywood props company, this archive of marquees - many of which had suffered damage over time - have now been scanned and digitally restored to their former glory. The full collection of classic arcade cabinet artwork is presented here for the first time in this stunning landscape hardback book, and accompanied by interviews with artists Larry Day and the late Python Anghelo. Relive your mis-spent youth with artwork from dozens of coin-ops including Asteroid, Battlezone, Street Fighter II, Out Run, Moon Patrol, Gyryuss, Q*Bert, Bubble Bobble and many more. Each marquee takes up a full double-page spread in the book, and is faithfully recreated using beautiful lithographic printing on the highest quality paper. Tim has spent over a thousand hours assembling the high-resolution scans, restoring the images in Photoshop and color-correcting them back to their vibrant, as-new appearance. The results of all that hard work are now available as a lasting record of the amazing artwork that adorned the arcades during the golden era of coin-op video gaming.*

The cultural contradictions of early video games: a medium for family fun (but mainly for middle-class boys), an improvement over pinball and television (but possibly harmful) Beginning with the release of the Magnavox Odyssey and Pong in 1972, video games, whether played in arcades and taverns or in family rec rooms, became part of popular culture, like television. In fact, video games were sometimes seen as an improvement on television because they spurred participation rather than passivity. These "space-age pinball machines" gave coin-operated games a high-tech and more respectable profile. In Atari Age, Michael Newman charts the emergence of video games in America from ball-and-paddle games to hits like Space Invaders and Pac-Man, describing their relationship to other amusements and technologies and showing how they came to be identified with the middle class, youth, and masculinity. Newman shows that the "new media" of video games were understood in varied, even contradictory ways: They were family fun (but mainly for boys), better than television (but possibly harmful), and educational (but a waste of computer time). Drawing on a range of sources—including the games and their packaging, coverage in the popular, trade, and fan press; social science research of the time; advertising and store catalogs; and representations in movies and television—Newman describes the series of cultural contradictions through which the identity of the emerging medium worked itself out. Would video games embody middle-class respectability or suffer from the arcade's unsavory reputation? Would they foster family togetherness or allow boys to escape from domesticity? Would they make the new home computer a tool for education or just a glorified toy? Then, as now, many worried about the impact of video games on players, while others celebrated video games for familiarizing kids with technology essential for the information age.

Ready Player One

A Compendium of Atari ST Games - Volume One

Once Upon Atari

A Compendium of Atari 2600 Games - Volume One

Impressions on Coin-Operated Video Game Machines

Mapping the Atari

THE PUBLISHING SENSATION OF THE YEAR FOR EVERY FILM FAN The never-before-published edition of Francis Ford Coppola's notes and annotations on The Godfather novel by Mario Puzo reveals the story behind one of the world's most iconic films. The most important unpublished work on one of the greatest films of all time, The Godfather, written before filming, by the man who wrote and directed it—Francis Ford Coppola, then only thirty-two years old—reveals the intense creative process that went into making this seminal film. With his meticulous notes and impressions of Mario Puzo's novel, the notebook was referred to by Coppola daily on set while he directed the movie. The Godfather Notebook pulls back the curtain on the legendary filmmaker and the film that launched his illustrious career. Complete with an introduction by Francis Ford Coppola and exclusive photographs from on and off the set, this is a unique, beautiful, and faithful reproduction of Coppola's original notebook. This publication will change the way the world views the iconic film—and the process of filmmaking at large. A must-have book of the season. Nothing like it has ever been published before

#1 NEW YORK TIMES BESTSELLER • Now a major motion picture directed by Steven Spielberg. “Enchanting . . . Willy Wonka meets The Matrix.”—USA Today • “As one adventure leads expertly to the next, time simply evaporates.”—Entertainment Weekly A world at stake. A quest for the ultimate prize. Are you ready? In the year 2045, reality is an ugly place. The only time Wade Watts really feels alive is when he’s jacked into the OASIS, a vast virtual world where most of humanity spends their days. When the eccentric creator of the OASIS dies, he leaves behind a series of fiendish puzzles, based on his obsession with the pop culture of decades past. Whoever is first to solve them will inherit his vast fortune—and control of the OASIS itself. Then Wade cracks the first clue. Suddenly he’s beset by rivals who’ll kill to take this prize. The race is on—and the only way to survive is to win. NAMED ONE OF THE BEST BOOKS OF THE YEAR BY Entertainment Weekly • San Francisco Chronicle • Village Voice • Chicago Sun-Times • iO9 • The AV Club “Delightful . . . the grown-up’s Harry Potter.”—HuffPost “An addictive read . . . part intergalactic scavenger hunt, part romance, and all heart.”—CNN “A most excellent ride . . . Cline stuffs his novel with a cornucopia of pop culture, as if to wink to the reader.”—Boston Globe “Ridiculously fun and large-hearted . . . Cline is that rare writer who can translate his own dorky enthusiasms into prose that’s both hilarious and compassionate.”—NPR “[A] fantastic page-turner . . . starts out like a simple bit of fun and winds up feeling like a rich and plausible picture of future friendships in a world not too distant from our own.”—iO9

Art Of AtariDynamite Entertainment

ONCE UPON ATARI is an intimate view into the dramatic rise and fall of the early video game industry, and how it shaped the life of one of its key players. This book offers eye-opening details and insights, delivered in a creative style that mirrors the industry it reveals. An innovative work from one of the industry's original innovators.This is a detailed look behind the scenes of the early days of video games, with particular attention to the causative factors leading up to the video game crash of the early 1980s. It is also the journey of one industry pioneer, and how his experience creating some of the world's most noted pieces of interactive entertainment reverberates throughout his life. It is a compelling and dramatic tale of innocence, greed, exuberance, hubris, joy, devastation and ultimately redemption, told in a fresh voice and an unorthodox style.

Mega Man X: Maverick Hunter's Field Guide

Damn Good

Racing the Beam

Healing After Loss

The Art of Video Games

Breakout: How Atari 8-Bit Computers Defined a Generation

The Art of ALIEN: ISOLATION is a high-end art book featuring over 300 images from the latest game in the critically and commercially acclaimed Alien franchise. Taking players back to the survival horror atmosphere of the first film, ALIEN: ISOLATION features Amanda Ripley as the hero trying to survive on a decommissioned space station. The Art of ALIEN: ISOLATION is the ultimate gallery of the eagerly anticipated game, featuring extensive concept and development art, and creator and artist commentary throughout.

A brief history of the Atari 2600, as well as fun facts and details on how to play over 65 classic Atari games.

The Atari 2600 might not have been the first ever games console but it was certainly the first one to be successful and launched an entire industry in the process. Originally known as the Video Computer System, it went on to sell over thirty million units and still holds the record for being the longest officially supported console; the first game arrived in 1977 with the last being released in 1992, an incredible 15 years later. With such a long life, the 2600 spawned a huge catalogue of cartridges that includes many of the gaming world's greatest classics. This book takes you through the history of the much-loved platform, sampling a varied cross-section of games; featured titles include early releases, modern retro classics and even originally unreleased prototypes. Each entry features a screenshot, review and publishing information, along with the author's personal rating for the title. With ten entries for each letter of the alphabet, this is not supposed to be a list of the best or the worst games; neither is it a complete guide to all that's available. It is simply a meandering journey through some thirty years of home computing history, and will interest dedicated fans and casual readers alike. A Compendium of Atari 2600 Games is a celebration of the classic console, filled with nostalgic memories, new opinions, interesting stories and so much more!

*Traces the graphic evolution from early games through the golden era of arcade gaming all the way to current HD masterpieces"--Publisher's note.

Chris Crawford on Game Design

Japan's Videogames in Global Contexts

Atari Flashback: The Essential Companion

Undisputed Street Fighter

The Art of Spirited Away

Pac-Man: Birth of an Icon

The essayist for TheBestPageInTheUniverse.com presents an irreverent critique of children's artwork that includes a deconstruction of a crayon-drawn family portrait and a scathing analysis of an insecure camper's letter home.

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 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 '90s 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.

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 personality 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. Every age has its artistic inspiration. Medieval artists exalted spiritual subjects. Modernists shifted their attention to humanity and the senses. For a generation of artists and fans today, our heroic subjects are Mario, Pikachu, Spider-Man, Darth Vader, Frodo, and a legion of other iconic figures from the "geek" culture realms of movies, cartoons, video games, and comics. For the first time, Geek-Art collects the work of nearly 100 international illustrators, graphic designers, photographers, and artists whose inspired interpretations of these beloved characters celebrate them with creative brilliance and a true fan's passion. Featuring more than 750 images, this lavish illustrated anthology showcases the inspired energy that drives pop culture and makes geeky fans of us all.

A Guide to Creating Iconic Brand Identities

Geek-Art: An Anthology

8-Bit Apocalypse

The Emergence of Video Games in America

Art of Computer Game Design

Top Designers Discuss Their All-Time Favorite Projects

The cross-cultural interactions of Japanese videogames and the West, from DIY localization by fans to corporate strategies of “Japaneseness.” In the early days of arcades and Nintendo, many players didn’t recognize Japanese games as coming from Japan; they were simply new and interesting games to play. But since then, fans, media, and the games industry have thought further about the “Japaneseness” of particular games. Game developers try to decide whether a game’s Japaneseness is a selling point or stumbling block; critics try to determine what elements in a game express its Japaneseness—cultural motifs or technical markers. Games were “localized,” subjected to sociocultural and technical tinkering. In this book, Mia Consalvo looks at what happens when Japanese games travel outside Japan, and how they are played, thought about, and transformed by individuals, companies, and groups in the West. Consalvo begins with players, first exploring North American players’ interest in Japanese games (and Japanese culture in general) and then investigating players’ DIY localization of games, in the form of ROM hacking and fan translating. She analyzes several Japanese games released in North America and looks in detail at the Japanese game company Square Enix. She examines indie and corporate localization work, and the rise of the professional culture broker. Finally, she compares different approaches to Japaneseness in games sold in the West and considers how Japanese games have influenced Western games developers. Her account reveals surprising cross-cultural interactions between Japanese games and Western game developers and players, between Japaneseness and the market.

Atari Inc. - Business is Fun, the book that goes behind the company that was synonymous with the popularization of "video games." Nearly 8 years in the making, Atari Inc. - Business is Fun is comprised of thousands of researched documents, hundreds of interviews, and access to materials never before available. An amazing 800 pages (including nearly 300 pages of rare, never before seen photos, memos and court documents), this book details Atari's genesis from an idea between an engineer and a visionary in 1969 to a nearly \$2 billion dollar juggernaut, and ending with a \$538 million death spiral during 1984. A testament to the people that worked at this beloved company, the book is full of their personal stories and insights. Learn about topics like: * All the behind the scenes stories surrounding the creation of the company's now iconic games and products. * The amazing story of Atari's very own "Xerox PARC" research facility up in the foothills of the Sierra Mountains * The full recounting of Steve Jobs's time at Atari, with comments from the people he worked with on projects and the detailed story of the creation of Atari Breakout, including input by Steve Wozniak on his development of the prototype, and how it couldn't be used and another Atari engineer would have to make the final production Breakout arcade game instead. * The creation of "Rick Rats Big Cheese Restaurants" which later became "Chuck E. Cheese's" * How Atari Inc. faltered and took down an entire industry with it before being put on the chopping block. If you've ever wanted to learn about the truth behind the creation of this iconic company told directly by the people who made FUN for a living, then this is the book for you!

You Graphic Designers Share Their All-Time Best Work Brimming with inspiration, Damn Good highlights the favorite work of designers around the globe, showcasing their best, most passionate projects. This unique and diverse collection challenges the status quo and typical industry boundaries, and also contains the stories behind the work-in the words of the creative teams who designed them. Damn Good features a bold range of design work, spanning 35 countries and multiple disciplines, including print design, logo design, identity design, package design, interactive design, and more. Featuring Work From: DEUTSCH DESIGN WORKS DEVICE FUSEPROJECT GRIP DESIGN HATCH DESIGN ID29 MODERN DOG DESIGN CO. MOXIE SOZO OGILVY RICKABAUGH GRAPHICS STEFAN BUCHER STUDIOFLUID VOLUME, INC. WALLACE CHURCH

There are a lot of books out there that show collections of logos. But David Airey's "Logo Design Love" is something different: it's a guide for designers (and clients) who want to understand what this mysterious business is all about. Written in reader-friendly, concise language, with a minimum of designer jargon, Airey gives a surprisingly clear explanation of the process, using a wide assortment of real-life examples to support his points. Anyone involved in creating visual identities, or wanting to learn how to go about it, will find this book invaluable. - Tom Geismar, Chermayeff & Geismar In Logo Design Love, Irish graphic designer David Airey brings the best parts of his wildly popular blog of the same name to the printed page. Just as in the blog, David fills each page of this simple, modern-looking book with gorgeous logos and real world anecdotes that illustrate best practices for designing brand identity systems that last. David not only shares his experiences working with clients, including sketches and final results of his successful designs, but uses the work of many well-known designers to explain why well-crafted brand identity systems are important, how to create iconic logos, and how to best work with clients to achieve success as a designer. Contributors include Gerard Huerta, who designed the logos for Time magazine and Waldenbooks; Lindon Leader, who created the current FedEx brand identity system as well as the CIGNA logo; and many more. Readers will learn: Why one logo is more effective than another How to create their own iconic designs What sets some designers above the rest Best practices for working with clients 25 practical design tips for creating logos that last

Push Start

Atari Poster Book

Atari 2600/7800: a Visual Compendium

ARCADE - THE BOOK OF CLASSIC ARCADE GAME ART (EXTENDED EDITION).

The Art of Alien: Isolation

The Art of God of War

A pioneer in the field of game design and development draws on his own experiences to present a useful collection of insider tips, wisdom, advice, skills, and techniques, along with an overview of the history of fame programming, low and high interactivity designs, the importance of storytelling, and more. Original. (Intermediate)

Supplies a Comprehensive Listing of Memory Locations & Their Functions. Suggests Applications with Program Listings

The Art of Spirited Away collects colour illustrations of Spirited Away for the first time in an English edition! This book includes paintings and designs from the new animated film from the director of Kiki's Delivery Service and Princess Mononoke. Large-size, hardcover coffee-table book featuring artwork from the renowned animated film, Spirited Away, directed by Hayao Miyazaki. Features commentary, colour stills, sketches, storyboards, and illustrations used to envision the rich fantasy world of the film. Also includes a complete English-language script.

Atari 8-bit computers are the first machines that truly bridged the divide between video game players and home computer enthusiasts. The Atari 400 and 800 signaled the start of a new era in computing. Breakout: How Atari 8-Bit Computers Defined a Generation is the first book to cover what made Atari's groundbreaking computer line great: its excellent graphics and sound, flexible programming environment, and wide support from the burgeoning home computer community. For those of us coming of "gaming age" in the 80s, Atari games were simply amazing—and you'll find out what made over 100 titles so much fun to play. Breakout also explores the Atari 8-bit platform as it stands today, with a robust enthusiast and modding community, the increasing value of Atari computers and peripherals, and how to get started with one now or get your old one working again.

The Art of Cuphead

The Godfather Notebook

Art of Atari

Art of Atari (Signed Edition)

How I Made History by Killing an Industry

Artcade

For those who have suffered the loss of a loved one, here are strength and thoughtful words to inspire and comfort.

A study of the relationship between platform and creative expression in the Atari VCS. The Atari Video Computer System dominated the home video game market so completely that “Atari” became the generic term for a video game console. The Atari VCS was affordable and offered the flexibilty of changeable cartridges. Nearly a thousand of these were created, the most significant of which established new techniques, mechanics, and even entire genres. This book offers a detailed and accessible study of this influential video game console from both computational and cultural perspectives. Studies of digital media have rarely investigated platforms—the systems underlying computing. This book (the first in a series of Platform Studies) does so, developing a critical approach that examines the relationship between platforms and creative expression. Nick Montfort and Ian Bogost discuss the Atari VCS itself and examine in detail six game cartridges: Combat, Adventure, Pac-Man, Yars' Revenge, Pitfall!, and Star Wars: The Empire Strikes Back. They describe the technical constraints and affordances of the system and track developments in programming, gameplay, interface, and aesthetics. Adventure, for example, was the first game to represent a virtual space larger than the screen (anticipating the boundless virtual spaces of such later games as World of Warcraft and Grand Theft Auto), by allowing the player to walk off one side into another space; and Star Wars: The Empire Strikes Back was an early instance of interaction between media properties and video games. Montfort and Bogost show that the Atari VCS—often considered merely a retro fetish object—is an essential part of the history of video games.

Atari is one of the most recognized names in the world. Since its formation in 1972, the company pioneered hundreds of iconic titles including Asteroids, Centipede, and Missile Command. In addition to hundreds of games created for arcades, home video systems, and computers, original artwork was specially commissioned to enhance the Atari experience, further enticing children and adults to embrace and enjoy the new era of electronic entertainment. The Art of Atari is the first official collection of such artwork. Sourced from private collections worldwide, this book spans over 40 years of the company's unique illustrations used in packaging, advertisements, catalogs, and more. Co-written by Robert V. Conte and Tim Lapetino, The Art of Atari includes behind-the-scenes details on how dozens of games featured within were conceived of, illustrated, approved (or rejected), and brought to life! Includes a special Foreword by New York Times bestseller Ernest Cline author of Armada and Ready Player One, soon to be a motion picture directed by Steven Spielberg. Whether you're a fan, collector, enthusiast, or new to the world of Atari, this book offers the most complete collection of Atari artwork ever produced!

The story of the Atari ST is without doubt one of the most complex and indeed most interesting of any computer. Born out of the split of Atari's arcade division and consumer division in 1984, the ST was the first new product to come from Jack Tramiel's life saving takeover of the latter. Having previously been the head honcho of rival organisation Commodore he needed a machine that would not just take them on head to head but also take their leading market share from them completely. In less than a year Jack and his small team of designers and engineers managed to blueprint and manufacture a 16-bit computer for the masses not the classes. In doing so they managed to beat Commodore and their own Amiga computer to the market and truly kick-start the 16-bit revolution. In this book we take you through the life of the Atari ST computer range looking at a varied cross section of the 7000+ games available with a review and screenshot of each one. From classics released through the late eighties to modern homebrew titles, there are games of all genres and styles. With ten entries for each letter of the alphabet, this is not supposed to be a list of the best or the worst games; neither is it a complete guide to all that's available. It is simply a meandering journey through the decades of home computing history, designed to interest both the dedicated fan and the casual reader alike. A Compendium of Atari ST Games is a celebration of the historic home micro filled with nostalgic memories, new opinions, interesting stories, developer interviews and so much more besides.

From Pac-Man to Mass Effect

Daily Meditations For Working Through Grief

A Photographic History from Atari to Xbox

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

Business is Fun

Vintage Game Consoles

Get transported back to the golden age of 1930s animation with an art book celebrating the acclaimed run & gun game, Cuphead! Each page of this curated collection of artwork is designed to capture the vintage look and feel of the 1930's. Take a gander at the game's traditional hand-drawn frame-by-frame animation. Peek at the early concepts, production work, and early ideas that went into the making of Cuphead's characters, bosses, stages and more including never-before-seen content from the upcoming DLC! Relive the most cherished and challenging moments of Cuphead and Mugman's adventure to reclaim their souls from The Devil, all in a way you've never seen before! Guided by personal insights from game directors Chad and Jared Moldenhauer, take a one-of-a-kind trip through the Intkwell Isles and discover an all-new appreciation for Cuphead's animation style and challenging retro gameplay. Dark Horse Books and Studio MIDHR are thrilled to present The Art of Cuphead! This vintage-style art extravaganza is the perfect book for fans of Cuphead! Immerse yourself in 45 spectacularly imagined virtual cities, from Arkham City to Whiterun, in this beautifully illustrated unofficial guide. Spanning decades of digital history, this is the ultimate travel guide and atlas of the game imagination. Dimopoulos invites readers to share his vision of dozens of different gaming franchises like never before: discover Dimopoulos's Half-Life 2's City 17, Yakuza 0's Kamurocho, Fallout's New Vegas, Super Mario Odyssey's New Donk City, and many more. Each chapter of this virtual travel guide consists of world dives into the history and lore of these cities from an in-universe perspective. Illustrated with original color ink drawings and—of course—gorgeous and detailed maps, readers can explore the nostalgic games of their youth as well as modern hits. Sidebars based on the author's research tell behind-the-scenes anecdotes and reveal the real-world stories that inspired these iconic virtual settings. With a combination of stylish original maps, illustrations, and insightful commentary and analysis, this is a must-have for video game devotees, deep-thinking fans, and game design experts.

Drawing from deep archival research and extensive interviews, Atari Design is a rich, historical study of how Atari's industrial and graphic designers contributed to the development of the video game machine. Innovative game design played a key role in the growth of Atari—from Pong to Asteroids and beyond—but fun, challenging and exciting game play was not unique to the famous Silicon Valley company. What set it apart from its competitors was innovation in the coin-op machine's cabinet. Atari did not just make games, it designed products for environments. With “tasteful packaging”, Atari exceeded traditional locations like bars, amusement parks and arcades, developing the look and feel of their game cabinets for new locations such as fast food restaurants, department stores, country clubs, university unions, and airports, making game-play a ubiquitous social and cultural experience. By actively shaping the interaction between user and machine, overcoming styling limitations and generating a distinct corporate identity, Atari designed products that impacted the everyday visual and material culture of the late 20th century. Design was never an afterthought at Atari.

Designed with the busy mum in mind, The Little Big Cookbook for Moms pairs the charming design of Unleash's best selling series with 150 recipes to please the whole family.

The Atari Video Computer System

Art, Design, Illustration & Pop Culture

Atari Inc

Virtual Cities: An Atlas & Exploration of Video Game Cities

Crappy Children's Art

Atari Design

Since its inception 30 years ago, the Street Fighter(TM) video game series from Capcom has thrived based on a lethal combination of innovation, style and technique. From first-of-their-kind advances such as selectable characters and secret combo moves, to imagination-capturing characters such as Ryu, Chun-Li, and Akuma, Street Fighter has stayed a step ahead of the competition en route to becoming one of the most enduring and influential franchises in video game history. Undisputed Street Fighter(TM) features in-depth interviews and exclusive, behind-the-scenes looks into the making of the Street Fighter games, and the iconic art, design, and imagery from across the Street Fighter universe

The artwork of Atari inspired a generation and created a bridge from the simple on-screen graphics of its early games to the imaginations of eager gamers. Now, Dynamite Entertainment proudly brings the most iconic, mind-blowing video game illustrations to posters, each one easy to remove and perfect for display, showcasing the tremendous talent of Atari's greatest artists! "Price Includes VAT"
Now available with a signed tip-in sheet autographed by Tim Lapetino, author and Founder/Executive Director of the Museum of Video Game Art (MOVA)! Atari is one of the most recognized names in the world. Since its formation in 1972, the company pioneered hundreds of iconic titles including Asteroids, Centipede, and Missile Command. In addition to hundreds of games created for arcades, home video systems, and computers, original artwork was specially commissioned to enhance the Atari experience, further enticing children and adults to embrace and enjoy the new era of electronic entertainment. The Art of Atari is the first official collection of such artwork. Sourced from private collections worldwide, this book spans over 40 years of the company's unique illustrations used in packaging, advertisements, catalogs, and more. Written by Tim Lapetino, The Art of Atari includes behind-the-scenes details on how dozens of games featured within were conceived of, illustrated, approved (or rejected), and brought to life! Includes a special Foreword by New York Times bestseller Ernest Cline, author of Armada and Ready Player One. Whether you're a fan, collector, enthusiast, or new to the world of Atari, this book offers the most complete collection of Atari artwork ever produced! "For me, revisiting the beautiful artwork presented in this book is almost as good as taking a trip in Doc Brown's time machine back to that halcyon era at the dawn of the digital age. But be warned, viewing these images may leave you with an overwhelming desire to revisit the ancient pixelated battlefields they each depict as well." -- from the Foreword by Ernest Cline, author of READY PLAYER ONE
It is a new beginning for Kratos. Living as a man, outside the shadow of the gods, he seeks solitude in the unfamiliar lands of Norse mythology. With new purpose and his son at his side, Kratos must fight for survival as powerful forces threaten to disrupt the new life he has created. The volume is an intimate chronicle of the years-long odyssey to bring Kratos and Atreus's beautiful and brutal world to life. Step into Midgard and explore beyond, as Dark Horse Books and Santa Monica Studio proudly present the quintessential companion to the enormously anticipated God of War. This is a document unlike any other that sets readers on an exhaustive behind-the-scenes journey to witness the creation of an epic of tremendous scale.

The Game Console 2.0

Atari Age

The Book of Classic Arcade Game Artwork

Logo Design Love

Atari to Zelda

The Untold Story of Atari's Missile Command

This is a gorgeous, hardcover retrospective, the first-ever history of PAC-MAN. Full of historical imagery, concept designs, marketing photos and more, the book examines the game's design philosophy and origins through the artists, designers, developers, and other creative teams who brought PAC-MAN to life. This new non-fiction book will journey from creator Toru Iwatani's "pizza slice" inspiration to the game's incredible success in arcades and beyond. The book also dives into PAC-MAN's unprecedented impact on pop culture, with more than 40 new interviews from key players around the world.

Art Of Atari