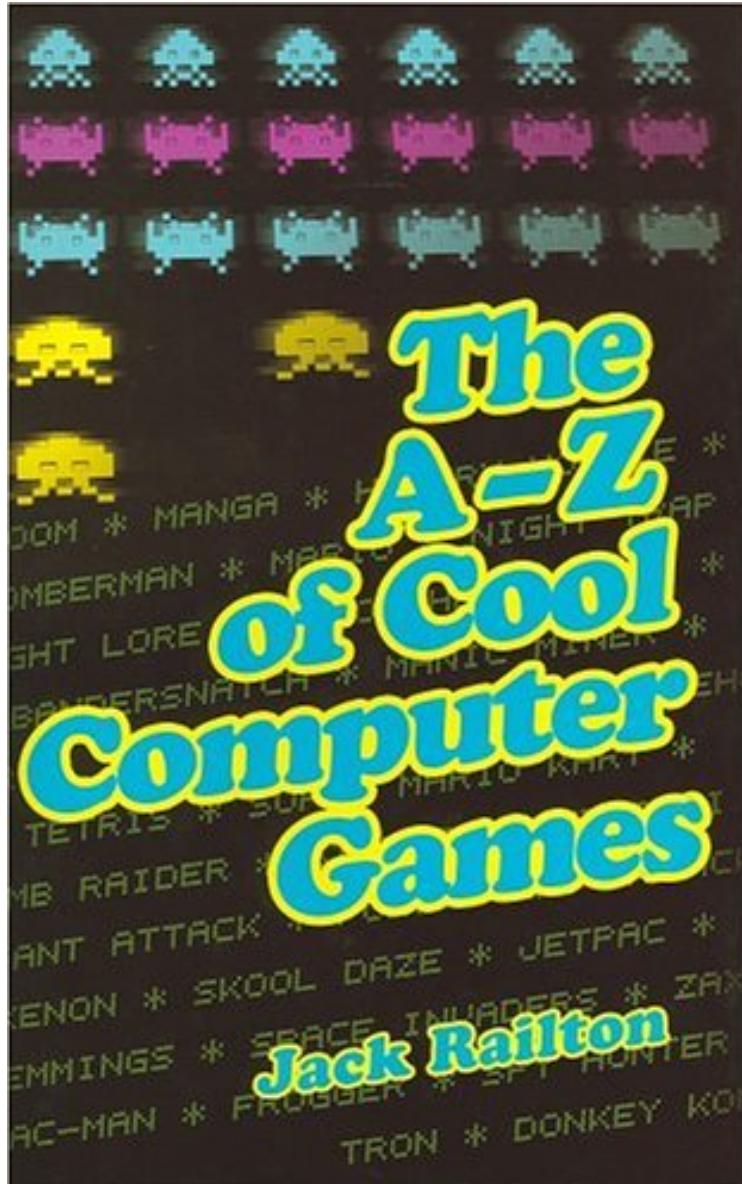


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The A to Z of Cool Computer Games

Jack Railton

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Jack Railton : The A to Z of Cool Computer Games before purchasing it in order to gage whether or not it would be worth my time, and all praised The A to Z of Cool Computer Games:

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Do you remember what it was like when computers were new? When they seemed mysterious and even exciting? If you have ever had a magical gaming moment - on a home computer or in an arcade - then *The A to Z of Cool Computer Games* is the book for you! Prepare to download a diverse and highly entertaining plethora of computational nostalgia that includes sections on: * The Computers - Looking back at the systems of yore from 'Acorn' to the 'ZX Spectrum'. * The Games - All the most important and best-remembered titles (or perhaps, not remembered, such as 'Metagalactic Llamas Battle at the Edge of Time') will be lovingly recalled. * The Arcades, the most frightening kids and the rules of engagement. * The Paraphernalia - Joysticks, tape boxes, manuals, characters, TV ads, magazines and loads of other ancillary ephemera.

"It is for all of us who remember spending hours on our Atari systems at home playing Pac-man and Frogger and then spent equal hours at the arcade playing Space Invaders, Tetris, and Donkey Kong."--*American Reference Book Annual*
About the Author Jack Railton is the pen-name of Jack Kibble-White who reviews and writes about popular culture for publications and websites such as *ScriptWriter Magazine*, bbc.co.uk, *Off the Telly* and *TV Cream*. He is the co-author of the book *TV Cream: The Ultimate Guide to '70s and '80s Pop Culture*, and has acted as program consultant on a number of Channel Four entertainment documentaries. He also contributed to BBC4's *Time Shift* series and makes the occasional appearance on radio and television, usually to talk about old telly.