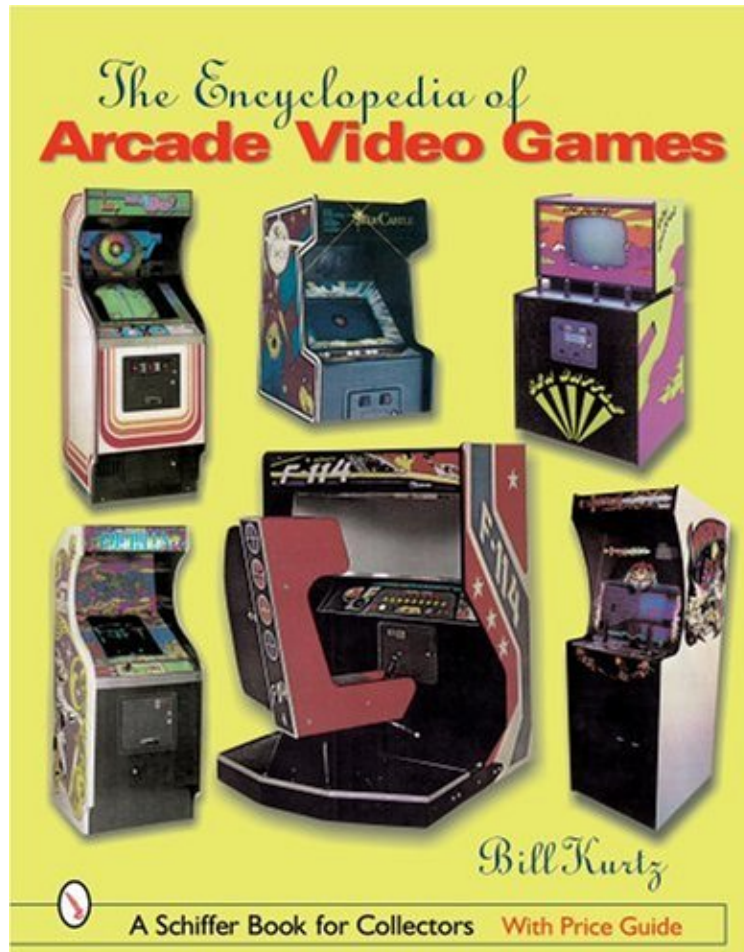


(Ebook pdf) The Encyclopedia of Arcade Video Games (Schiffer Book for Collectors)

The Encyclopedia of Arcade Video Games (Schiffer Book for Collectors)

Bill Kurtz

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Bill Kurtz : The Encyclopedia of Arcade Video Games (Schiffer Book for Collectors) before purchasing it in order to gage whether or not it would be worth my time, and all praised The Encyclopedia of Arcade Video Games (Schiffer Book for Collectors):

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Here's a fun-filled trip back in time to the colorful arcades of the 1970s and '80s. More than 600 photos present the dot-munching PAC MAN, bomb-dropping SPACE INVADERS, and other favorites. Nostalgic baby boomers have made arcade video games one of the hottest collectibles around. This comprehensive reference presents photos of every popular video game manufactured, along with some long-forgotten machines and even some you've probably never heard of. You'll also find information about the manufacturers who produced these classic games, a section about video game collectibles, and information on how to locate your favorite games and start your own collection. With many never-before-published photographs, beginning collectors and long-time game enthusiasts alike are sure to enjoy this nostalgic and informative look at the world of arcade video games.

About the Author Bill Kurtz has been an avid player and collector of video games and pinball machines for more than twenty-five years. He has written three previous books and numerous magazine articles about coin-operated machines. When he's not playing or writing about arcade games, Kurtz is the director of the journalism program at Lakeland Community College in Kirtland, Ohio.