Once Upon Atari How I Made History By Killing An Industry

Console WarsAtari AgeA Darker Shade of MagicThe Neverending StoryReady Player OneThe A-Z of Atari ST Games: Volume 3The Comic Book Story of Video GamesThe Art of Game DesignOnce Upon the FutureOnce Upon AtariNatsume's Book of FriendsRacing the BeamArt Of AtariThis Is Just a TestGame AfterDesign HistoryTroublemakersMonstress: Book OneValley of GeniusExtra LivesHot Tubs and Pac-ManPlaying Atari with Saddam HusseinLandfill LegendSteve JobsThe Apple RevolutionTrigger HappyThe Ultimate History of Video Games: Volume TwoA Compendium of Atari 8-bit Games - Volume OneOnce Upon a River8-Bit ApocalypseAtari IncOnce Upon a Dream-- the Vietnamese-American ExperienceOnce Upon a Time in ComputerLandAdventure: The Atari 2600 at the Dawn of Console GamingAdweekHigh Score! ExpandedOnce Upon A TimeAndrew Seybold's Outlook on Professional ComputingBecoming a Video Game DesignerJavaScript Absolute Beginner's Guide

Console Wars

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!

Atari Age

JavaScript Absolute Beginner's Guide No experience necessary! Make the most of JavaScript -- even if you've never programmed anything before. This book is the fastest way to learn JavaScript and use it together with CSS3 and HTML5 to create powerful web and mobile experiences. Learn how to do what you want, the way

you want, one incredibly easy step at a time. JavaScript has never been this simple! This is the easiest, most practical beginner's guide to programming JavaScript with simple, reliable instructions for doing everything you really want to do! Here's a small sample of what you'll learn: Learn why JavaScript is awesome Organize your code with variables Understand how functions make your code reusable Use the popular if/else statement to help make a decision in code Learn about switch statements and when to use them Work with for, while, and dowhile loops Learn how to use global and local scope Understand what closures are Learn about the various places your code can live Understand how to write comments and good commenting practices Learn about the basic types of objects you'll run into in JavaScript Find out that pizza has an educational value beyond just being deliciously awesome Understand how text is treated in JavaScript Learn how to perform common string operations Use arrays to handle lists of data Learn to create custom objects Purchase of JavaScript Absolute Beginner's Guide in any format includes free access to the online Web Edition, which provides several special features to help you learn: The complete text of the book online Short videos by the author introducing each chapter Interactive quizzes to test your understanding of the material Updates and corrections as they become available This Web Edition can be viewed on all types of computers and mobile devices with any modern web browser that supports HTML5. Contents at a Glance 1 Hello, World! Part I: The Basic Stuff 2 Values and Variables 3 Functions 4 Conditional Statements: If, Else, and Switch 5 Meet the Loops: For, While, and Do…While! 6 Timers 7 Variable Scope 8 Closures 9 Where Should Your Code Live? 10 Commenting Your Code Part II: It's an Object-Oriented World 11 Of Pizza, Types, Primitives, and Objects 12 Strings 13 When Primitives Behave Like Objects 14 Arrays 15 Numbers 16 A Deeper Look at Objects 17 Extending Built-in Objects 18 Booleans and the Stricter === and !== Operators 19 Null and Undefined 20 Immediately Invoked Function Expressions Part III: Working with the DOM 21 JS, The Browser, and The DOM 22 Finding Elements in the DOM 23 Modifying DOM Elements 24 Styling Your Content 25 Traversing the DOM 26 Creating and Removing DOM Elements 27 In-Browser Developer Tools Part IV: Dealing with Events 28 Events 29 Event Bubbling and Capturing 30 Mouse Events 31 Keyboard Events 32 Page Load Events and Other Stuff 33 Handling Events for Multiple Elements 34 Conclusion

A Darker Shade of Magic

At the start of 1991, eleven-year-old Ali Fadhil was consumed by his love for soccer, video games, and American television shows. Then, on January 17, Iraq's dictator Saddam Hussein went to war with thirty-four nations led by the United States. Over the next forty-three days, Ali and his family survived bombings, food shortages, and constant fear. Ali and his brothers played soccer on the abandoned streets of their Basra neighborhood, wondering when or if their medic father would return from the war front. Cinematic, accessible, and timely, this is the story of one ordinary kid's view of life during war.

The Neverending Story

We purchase video games to play them, not to save them. What happens to video games when they are out of date, broken, nonfunctional, or obsolete? Should a

game be considered an "ex-game" if it exists only as emulation, as an artifact in museum displays, in an archival box, or at the bottom of a landfill? In Game After, Raiford Guins focuses on video games not as hermetically sealed within time capsules of the past but on their material remains: how and where video games persist in the present. Guins meticulously investigates the complex life cycles of video games, to show how their meanings, uses, and values shift in an afterlife of disposal, ruins and remains, museums, archives, and private collections. Guins looks closely at video games as museum objects, discussing the recontextualization of the Pong and Brown Box prototypes and engaging with curatorial and archival practices across a range of cultural institutions; aging coin-op arcade cabinets; the documentation role of game cartridge artwork and packaging; the journey of a game from flawed product to trash to memorialized relic, as seen in the history of Atari's infamous E.T. The Extra-Terrestrial; and conservation, restoration, and re-creation stories told by experts including Van Burnham, Gene Lewin, and Peter Takacs. The afterlife of video games -- whether behind glass in display cases or recreated as an iPad app -- offers a new way to explore the diverse topography of game history.

Ready Player One

Anyone can master the fundamentals of game design - no technological expertise is necessary. The Art of Game Design: A Book of Lenses shows that the same basic principles of psychology that work for board games, card games and athletic games also are the keys to making top-quality videogames. Good game design happens when you view your game from many different perspectives, or lenses. While touring through the unusual territory that is game design, this book gives the reader one hundred of these lenses - one hundred sets of insightful questions to ask yourself that will help make your game better. These lenses are gathered from fields as diverse as psychology, architecture, music, visual design, film, software engineering, theme park design, mathematics, writing, puzzle design, and anthropology. Anyone who reads this book will be inspired to become a better game designer - and will understand how to do it.

The A-Z of Atari ST Games: Volume 3

Design History has become a complex and wide-ranging discipline. It now examines artefacts from conception to development, production, mediation, and consumption. Over the last few decades, the discipline has developed a diverse range of theories and methodologies for the analysis of objects. Design History presents the most comprehensive overview and guide to these developments. The book first traces the development of the discipline, explaining how it draws from Art History, Industrial Design, Cultural History and Material Culture Studies. The core of the book then analyses the seminal methodologies used in Design History today. The final section highlights the key issues concerning knowledge and meaning in Design. Throughout, the aim is to present a concise and accessible introduction to this complex field. A map to the intellectual landscape of Design History, the book will be an invaluable guide for students and a very useful reference for scholars.

The Comic Book Story of Video Games

A revealing guide to a career as a video game designer written by acclaimed journalist Daniel Noah Halpern and based on the real-life experiences of legendary designer Tom Cadwell of Riot Games—required reading for anyone considering a path to this profession. Becoming a Video Game Designer takes you behind the scenes to find out what it's really like, and what it really takes, to become a video game designer. Gaming is a $138 billion-dollar entertainment industry, and designers are the beating heart. Long-form journalist Daniel Noah Halpern shadows top video game designer Tom Cadwell to show how this dream job becomes a reality. Cadwell is head of design at Riot Games, the company behind award-winning blockbuster games like League of Legends, which has an active user base of 111 million players. Creating a massive multiplayer online game takes years of visionary R&D—it is a blend of art and science. It is also big business. Learn the ins and the outs of the job from Cadwell as well as other designers, including Brendon Chung, acclaimed founder of Blendo Games. Successful designers must be creative decision makers and also engineers and collaborators. Gain professional wisdom by following Tom's path to prominence, from his start as a passionate gamer to becoming one of the most revered designers in the business.

The Art of Game Design

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 flexibility 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.

Once Upon the Future

The A-Z of Atari ST Games: Volume 3 features reviews of three different games for each letter of the alphabet. The games range from the very earliest releases in the

mid 80s to the modern homebrew games of today. This book shows you just how diverse the library of titles is for the Atari ST range and how it became one of the most popular home computers of all time.

Once Upon Atari

Natsume's Book of Friends

The Edge calls Trigger Happy a "seminal piece of work." For the first time ever, an aficionado with a knowledge of art, culture, and a real love of gaming takes a critical look at the future of our videogames, and compares their aesthetic and economic impact on society to that of film. Thirty years after the invention of the simplest of games, more videogames are played by adults than children. This revolutionary book is the first-ever academically worthy and deeply engaging critique of one of today's most popular forms of play: videogames are on track to supersede movies as the most innovative form of entertainment in the new century.

Racing the Beam

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!

Art Of Atari

Acclaimed historian Leslie Berlin's "deeply researched and dramatic narrative of Silicon Valley's early years…is a meticulously told…compelling history" (The New York Times) of the men and women who chased innovation, and ended up changing the world. Troublemakers is the gripping tale of seven exceptional men and women, pioneers of Silicon Valley in the 1970s and early 1980s. Together, they worked across generations, industries, and companies to bring technology from Pentagon offices and university laboratories to the rest of us. In doing so, they changed the world. "In this vigorous account…a sturdy, skillfully constructed work" (Kirkus Reviews), historian Leslie Berlin introduces the people and stories

behind the birth of the Internet and the microprocessor, as well as Apple, Atari, Genentech, Xerox PARC, ROLM, ASK, and the iconic venture capital firms Sequoia Capital and Kleiner Perkins Caufield & Byers. In the space of only seven years, five major industries—personal computing, video games, biotechnology, modern venture capital, and advanced semiconductor logic—were born. "There is much to learn from Berlin's account, particularly that Silicon Valley has long provided the backdrop where technology, elite education, institutional capital, and entrepreneurship collide with incredible force" (The Christian Science Monitor). Featured among well-known Silicon Valley innovators are Mike Markkula, the underappreciated chairman of Apple who owned one-third of the company; Bob Taylor, who masterminded the personal computer; software entrepreneur Sandra Kurtzig, the first woman to take a technology company public; Bob Swanson, the cofounder of Genentech; Al Alcorn, the Atari engineer behind the first successful video game; Fawn Alvarez, who rose from the factory line to the executive suite; and Niels Reimers, the Stanford administrator who changed how university innovations reach the public. Together, these troublemakers rewrote the rules and invented the future.

This Is Just a Test

Shy, awkward Bastian is amazed to discover that he has become a character in the mysterious book he is reading and that he has an important mission to fulfill.

Game After

In this book we take you through the life of Atari's 8-bit range of computers looking at a varied cross section of the 8000+ games available. A Compendium of Atari 8-bit Games is a celebration of the historic home micro filled with nostalgic memories, new opinions, interesting stories, developer interviews and so much more besides.

Design History

Inside the Games You Grew Up with but Never Forgot With all the whiz, bang, pop, and shimmer of a glowing arcade. The Ultimate History of Video Games reveals everything you ever wanted to know and more about the unforgettable games that changed the world, the visionaries who made them, and the fanatics who played them. From the arcade to television and from the PC to the handheld device, video games have entraced kids at heart for nearly 30 years. And author and gaming historian Steven L. Kent has been there to record the craze from the very beginning. This engrossing book tells the incredible tale of how this backroom novelty transformed into a cultural phenomenon. Through meticulous research and personal interviews with hundreds of industry luminaries, you'll read firsthand accounts of how yesterday's games like Space Invaders, Centipede, and Pac-Man helped create an arcade culture that defined a generation, and how today's empires like Sony, Nintendo, and Electronic Arts have galvanized a multibillion-dollar industry and a new generation of games. Inside, you'll discover: ·The video game that saved Nintendo from bankruptcy ·The serendipitous story of Pac-Man's design ·The misstep that helped topple Atari's $2 billion-a-year empire ·The coin

shortage caused by Space Invaders ·The fascinating reasons behind the rise, fall, and rebirth of Sega ·And much more! Entertaining, addictive, and as mesmerizing as the games it chronicles, this book is a must-have for anyone who's ever touched a joystick.

Troublemakers

A Darker Shade of Magic, from #1 New York Times bestselling author V.E. Schwab Kell is one of the last Antari—magicians with a rare, coveted ability to travel between parallel Londons; Red, Grey, White, and, once upon a time, Black. Kell was raised in Arnes—Red London—and officially serves the Maresh Empire as an ambassador, traveling between the frequent bloody regime changes in White London and the court of George III in the dullest of Londons, the one without any magic left to see. Unofficially, Kell is a smuggler, servicing people willing to pay for even the smallest glimpses of a world they'll never see. It's a defiant hobby with dangerous consequences, which Kell is now seeing firsthand. After an exchange goes awry, Kell escapes to Grey London and runs into Delilah Bard, a cut-purse with lofty aspirations. She first robs him, then saves him from a deadly enemy, and finally forces Kell to spirit her to another world for a proper adventure. Now perilous magic is afoot, and treachery lurks at every turn. To save all of the worlds, they'll first need to stay alive. "A Darker Shade of Magic has all the hallmarks of a classic work of fantasy. Schwab has given us a gem of a taleThis is a book to treasure."—Deborah Harkeness, New York Times bestselling author of the All Souls trilogy Shades of Magic series 1. A Darker Shade of Magic 2. A Gathering of Shadows 3. A Conjuring of Light At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Monstress: Book One

This book is part of the TREDITION CLASSICS series. The creators of this series are united by passion for literature and driven by the intention of making all public domain books available in printed format again - worldwide. At tredition we believe that a great book never goes out of style. Several mostly non-profit literature projects provide content to tredition. To support their good work, tredition donates a portion of the proceeds from each sold copy. As a reader of a TREDITION CLASSICS book, you support our mission to save many of the amazing works of world literature from oblivion.

Valley of Genius

Tom Bissell is a prizewinning writer who published three widely acclaimed books before the age of thirty-four. He is also an obsessive gamer who has spent untold hours in front of his various video game consoles, playing titles such as Far Cry 2, Left 4 Dead, BioShock, and Oblivion for, literally, days. If you are reading this flap copy, the same thing can probably be said of you, or of someone you know. Until recently, Bissell was somewhat reluctant to admit to his passion for games. In this, he is not alone. Millions of adults spend hours every week playing video games, and the industry itself now reliably outearns Hollywood. But the wider culture seems to regard video games as, at best, well designed if mindless entertainment.

Extra Lives is an impassioned defense of this assailed and misunderstood art form. Bissell argues that we are in a golden age of gaming—but he also believes games could be even better. He offers a fascinating and often hilarious critique of the ways video games dazzle and, just as often, frustrate. Along the way, we get firsthand portraits of some of the best minds (Jonathan Blow, Clint Hocking, Cliff Bleszinski, Peter Molyneux) at work in video game design today, as well as a shattering and deeply moving final chapter that describes, in searing detail, Bissell's descent into the world of Grand Theft Auto IV, a game whose themes mirror his own increasingly self-destructive compulsions. Blending memoir, criticism, and first-rate reportage, Extra Lives is like no other book on the subject ever published. Whether you love video games, loathe video games, or are merely curious about why they are becoming the dominant popular art form of our time, Extra Lives is required reading. From the Hardcover edition.

Extra Lives

Rosenberg and Wan-Long Shang tell the story of a boy caught in the middle of cultures, friends, and growing up Chinese-Jewish-American in this hilariously witty and heartwarming coming-of-age.

Hot Tubs and Pac-Man

In this lavishly illustrated full-color retrospective, discover never-before-seen photos that bring to life the people and stories behind the most popular games of all time, including Space Invaders, Pac-Man, Centipede, Donkey Kong, Asteroids, SimCity, Quake, Myst, Tomb Raider, and more. This is the inside scoop on the history, successes, tricks, and even failures of the entire electronic games industry.

Playing Atari with Saddam Hussein

On 26 May, 2010 Apple Inc. passed Microsoft in valuation as the world's largest technology company. Its consumer electronic products - ranging from computers to mobile phones to portable media devices, not to mention its iTunes, iBook and App Store - have influenced nearly every facet of our lives, and it shows no sign of slowing down. But how did Apple - a company set up in the back room of a house by two friends, and one that always marketed itself as the underdog - become the marketplace leader (and the world's second largest company overall), and is it a good thing to have one company hold so much power? In The Apple Revolution Luke Dormehl shares the inside story of how Apple Inc. came to be; from the formation of the company's philosophies and user-friendly ethos, to the "iPod moment" and global domination, leaving you with a deep understanding of how it was created, why it has flourished, and where it might be going next.

Landfill Legend

Draws on more than forty interviews with Steve Jobs, as well as interviews with family members, friends, competitors, and colleagues to offer a look at the co-founder and leading creative force behind the Apple computer company.

Steve Jobs

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 Apple Revolution

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.

Trigger Happy

Vols. for 1981- include four special directory issues.

The Ultimate History of Video Games: Volume Two

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.

A Compendium of Atari 8-bit Games - Volume One

What happens to video games when they are out of date, broken, nonfunctional, or obsolete? Should a game be considered an "ex-game" if it exists only as emulation, as an artifact in museum displays, in an archival box, or at the bottom of a landfill? In this BIT, Raiford Guins describes the journey of a game from flawed product to trash to memorialized relic, as seen in the history of Atari's infamous E.T. The Extra-Terrestrial.

Once Upon a River

The sprawl of Adventure. The addictiveness of Breakout. The intensity of Space Invaders. Once upon a time, you could only experience this kind of excitement at the arcade. But in 1977 that changed forever. You, and maybe a friend or a sibling, could instantly teleport from your own living room to a dazzling new world—with nothing more than a small plastic cartridge. This was the promise of the Atari 2600—and it was delivered in ways no one ever expected. No, the games it put on your TV weren't what you saw when you plunked in your quarters at the convenience store or in the noisy, smoky business on the other side of town. But they brought the arcade home—and it hasn't left since. With Adventure: The Atari 2600 at the Dawn of Console Gaming, Jamie Lendino takes you to the front lines of the home gaming revolution, exploring the history of the world-changing console and delves into the coin-op ports and original titles that still influence gaming today. Before your next trip to a magical universe with your Xbox One, PlayStation 4, or Nintendo Switch, see how the home gaming industry truly began.

8-Bit Apocalypse

A teenage girl struggles to overcome the trauma of war in an alternate, matriarchal 1900s Asia that's brimming with arcane dangers. This task is made all the more difficult by her mysterious psychic link to an eldritch monster of tremendous power a connection that will transform them both, and place them in the crosshairs of both human and otherworldly powers. Creator/writer MARJORIE LIU (who made history as the first woman to win an Eisner Award for Best Writer) and creator/artist SANA TAKEDA present a deluxe, oversized hardcover edition of their beloved breakout comic in MONSTRESS, BOOK ONE. This massive edition features a striking new cover and includes never-before-seen sketches, script

pages, and more for over 500 pages of award-winning content. Collects MONSTRESS #1-18

Atari Inc

Once Upon a Dream-- the Vietnamese-American Experience

A BEST BOOK OF THE YEAR: NPR, Slate, Publishers Weekly, Goodreads Following the success of The Accidental Billionaires and Moneyball comes Console Wars—a mesmerizing, behind-the-scenes business thriller that chronicles how Sega, a small, scrappy gaming company led by an unlikely visionary and a team of rebels, took on the juggernaut Nintendo and revolutionized the video game industry. In 1990, Nintendo had a virtual monopoly on the video game industry. Sega, on the other hand, was just a faltering arcade company with big aspirations and even bigger personalities. But that would all change with the arrival of Tom Kalinske, a man who knew nothing about videogames and everything about fighting uphill battles. His unconventional tactics, combined with the blood, sweat and bold ideas of his renegade employees, transformed Sega and eventually led to a ruthless David-and-Goliath showdown with rival Nintendo. The battle was vicious, relentless, and highly profitable, eventually sparking a global corporate war that would be fought on several fronts: from living rooms and schoolyards to boardrooms and Congress. It was a once-in-a-lifetime, no-holds-barred conflict that pitted brother against brother, kid against adult, Sonic against Mario, and the US against Japan. Based on over two hundred interviews with former Sega and Nintendo employees, Console Wars is the underdog tale of how Kalinske miraculously turned an industry punchline into a market leader. It's the story of how a humble family man, with an extraordinary imagination and a gift for turning problems into competitive advantages, inspired a team of underdogs to slay a giant and, as a result, birth a $60 billion dollar industry.

Once Upon a Time in ComputerLand

From the instant #1 New York Times bestselling author of the "eerie and fascinating" (USA TODAY) The Thirteenth Tale comes a "swift and entrancing, profound and beautiful" (Madeline Miller, internationally bestselling author of Circe) novel about how we explain the world to ourselves, ourselves to others, and the meaning of our lives in a universe that remains impenetrably mysterious. On a dark midwinter's night in an ancient inn on the river Thames, an extraordinary event takes place. The regulars are telling stories to while away the dark hours, when the door bursts open on a grievously wounded stranger. In his arms is the lifeless body of a small child. Hours later, the girl stirs, takes a breath and returns to life. Is it a miracle? Is it magic? Or can science provide an explanation? These questions have many answers, some of them quite dark indeed. Those who dwell on the river bank apply all their ingenuity to solving the puzzle of the girl who died and lived again, yet as the days pass the mystery only deepens. The child herself is mute and unable to answer the essential questions: Who is she? Where did she come from? And to whom does she belong? But answers proliferate nonetheless. Three families are keen to claim her. A wealthy young mother knows the girl is her

kidnapped daughter, missing for two years. A farming family reeling from the discovery of their son's secret liaison stand ready to welcome their granddaughter. The parson's housekeeper, humble and isolated, sees in the child the image of her younger sister. But the return of a lost child is not without complications and no matter how heartbreaking the past losses, no matter how precious the child herself, this girl cannot be everyone's. Each family has mysteries of its own, and many secrets must be revealed before the girl's identity can be known. Once Upon a River is a glorious tapestry of a book that combines folklore and science, magic and myth. Suspenseful, romantic, and richly atmospheric, this is "a beguiling tale, full of twists and turns like the river at its heart, and just as rich and intriguing" (M.L. Stedman, #1 New York Times bestselling author of The Light Between Oceans).

Adventure: The Atari 2600 at the Dawn of Console Gaming

"This is the most important book on Silicon Valley I've read in two decades. It will take us all back to our roots in the counterculture, and will remind us of the true nature of the innovation process, before we tried to tame it with slogans and buzzwords." -- Po Bronson, #1 New York Times bestselling author of The Nudist on the Late Shift and Nurtureshock A candid, colorful, and comprehensive oral history that reveals the secrets of Silicon Valley -- from the origins of Apple and Atari to the present day clashes of Google and Facebook, and all the start-ups and disruptions that happened along the way. Rarely has one economy asserted itself as swiftly--and as aggressively--as the entity we now know as Silicon Valley. Built with a seemingly permanent culture of reinvention, Silicon Valley does not fight change; it embraces it, and now powers the American economy and global innovation. So how did this omnipotent and ever-morphing place come to be? It was not by planning. It was, like many an empire before it, part luck, part timing, and part ambition. And part pure, unbridled genius Drawing on over two hundred in-depth interviews, Valley of Genius takes readers from the dawn of the personal computer and the internet, through the heyday of the web, up to the very moment when our current technological reality was invented. It interweaves accounts of invention and betrayal, overnight success and underground exploits, to tell the story of Silicon Valley like it has never been told before. Read it to discover the stories that Valley insiders tell each other: the tall tales that are all, improbably, true.

Adweek

A local exorcist has passed away, leaving behind a study packed with a lifetime of important yokai research. But his family are normal and don't know where he's hidden his workroom. Now all the exorcists in the area are on the hunt for the mysterious library. But Natsume can't decide what is more dangerous—letting the other exorcists find the collection, or discovering it himself! -- VIZ Media

High Score! Expanded

Once Upon A Time

#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

Andrew Seybold's Outlook on Professional Computing

This work looks at the gendered nature of the US video gaming industry. Although there were attempts to incorporate women into development roles and market towards them as players, the creation of video games and the industry began in a world strongly gendered male. The early 1980s saw a blip of hope that the counter-cultural industry focused on fun would begin to include women, but after the video game industry crash, this free-wheeling freedom of the industry ended along with the beginnings of the inclusion of women. Many of the threads that began in the early years continued or have parallels with the modern video game industry. The industry continues to struggle with gender relations in the workplace and with the strongly gendered male demographic that the industry perceives as its main market.

Becoming a Video Game Designer

Before Call of Duty, before 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.

JavaScript Absolute Beginner's Guide

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