



covered. While internet resources have supplanted some of the info, and of course the pricing data is wildly out of date, this book remains a classic reference and very useful for the collector once he or she gets "serious" about the hobby. Well worth tracking down a copy. 0 of 0 people found the following review helpful. Great visual guide! By 80 Shades This is a great visual reference for classic home videogames. Sure, the prices are outdated, but I still love the book as a visual reference. I don't collect games, but I love trying new games on emulators, and this guide has inspired me to try many games that I would have ignored based on title alone. I have had it a few months and still flip through it on at least a weekly basis. The quality of images and print is professional, and it is definitely a "keeper" for my bookshelf ... but just hasn't made it yet to the bookshelf since I keep referring to it. In summary, if you enjoy retro games and aren't buying the book for the game values, then I highly recommend you pick up a copy! 0 of 0 people found the following review helpful. Nice nostalgic book but with many flaws By M. Mitchell This book was neat to see cartridges and box covers but falls short in many aspects. I would not pay full price for this book, but definitely worth buying used. The short-falls: 1) Pricing for each cartridge seems so arbitrary, for example the common version of ET for Atari, is listed at one dollar. Now this game has value, considering it is considered one of the worst games ever created (and some consider it one of the main reasons for the video game crash) and it has value for any ET or 80's collector. 2) The although there are many picture, they take allot of room, they could have easily added 3x's the amount of games. Plus it would be nice to have a screenshot of the actual game. Overall is it a very nice book to have with all the pages are full color. It also add a little history behind the consoles and games. I definitely would like to see a volume 2, with some changes.

The early 80s was a pioneering time for home video games. Consoles from Atari, Mattel, Coleco, and others dominated many American living rooms. This guide takes an in-depth look at the classic consoles, games, accessories, and related merchandise manufactured between the introduction of the Atari VCS in 1977 and the great video game crash of 1984. The great consoles from Atari--the 2600 VCS, 5200 SuperSystem, and 7800 ProSystem are all covered in depth, as well as the amazing Coleco Vision, Intellivision, Odyssey-2-, and Vectrex gaming systems. More than 2,000 full-color photographs complement detailed listings for loose and boxed items. Consoles, cartridges, manuals, accessories, and related merchandise are listed and priced in an easy-to-use, checklist format. Products are listed by console and manufacturer for easy reference. See Donkey Kong, Frogger, Asteroids, Centipede, Pac-Man, and many other famous stars from the 1980s systems in this must-have title on classic video games. 2008 values.

Among the hottest collectibles appealing to the people who were kids in the early 1980s are the early video games. Parents of those kids will also remember the begging for, first, and Atari, and then more and more games to play on it. The Atari was introduced in 1980, In 1984 the video game market crashed, and no one in the market fell harder than Atari. In fact the market began to fall right after the Christmas season of 1982. About the Author Jason Brassard got his first Atari games Christmas 1981, and later in his twenties he became interested in Atari video games again. His first purchases in restarting his collection were the same games he got for Christmas years earlier, this time taking extreme care in preserving the boxes. Soon the collection outgrew his home, and it did not stop with Atari. He soon knew his destiny would be to open his own video game store. In 2001, Trade-N-Games was born and has been his profession ever since