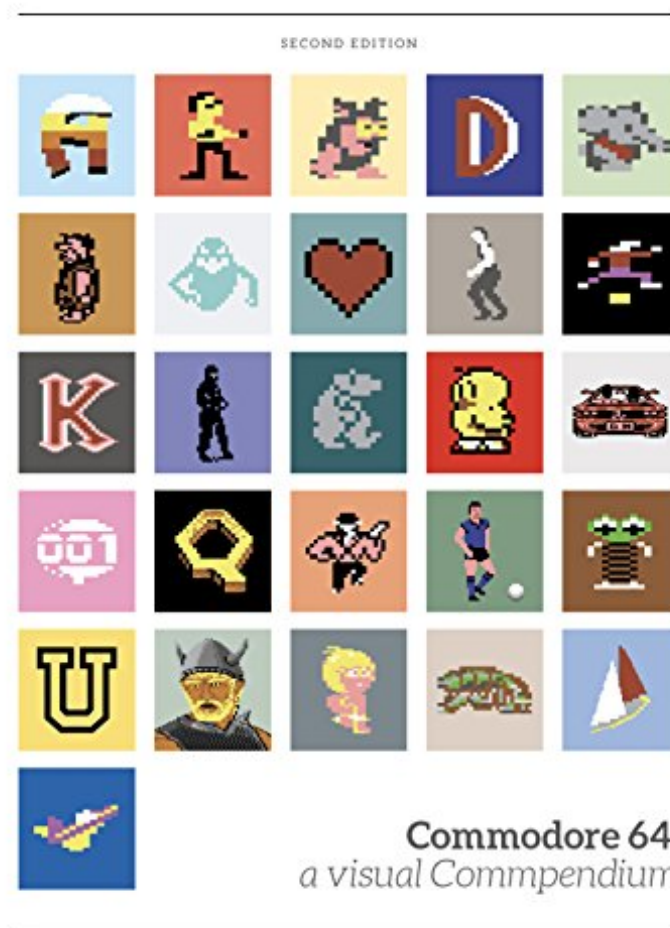


Commodore 64: A Visual Compendium

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From Bitmap Books Ltd : Commodore 64: A Visual Compendium before purchasing it in order to gage whether or not it would be worth my time, and all praised Commodore 64: A Visual Compendium:

0 of 0 people found the following review helpful. Clearly this was created by someone with a real passion and knowledge of the C64 - a real treasure!By 80 ShadesThis is an exceptional book that is perfect for any Commodore 64 fan out there. I have a variety of Commodore books, and this one absolutely takes the cake in being the one I am most proud to have one the bookshelf or coffee table. It is quite thick and is just chocked full of beautiful colorful photographs and covers hundreds of games with fairly high-level information (you may not learn a real in-depth history about any game in particular, but as far as a comprehensive visual guide to Commodore games, this one is far and away the best out there). Clearly this was created by someone with a real passion and knowledge of the C64!

Commodore 64: A Visual Compendium celebrates one of the most popular home computers of all time, taking readers on a journey through the C64's varied and colorful gaming library. In the 1980s, the C64 played host to an incredible array of genres, from shoot 'em ups to puzzlers, racing games to arcade adventures, to games that still defy categorization (The Sentinel, anyone?). Other 1980s video game titles included Jupiter Lander, Beach Head, Dropzone, Impossible Mission, Elite, Mercenary, Uridium, and The Last Ninja. By the 1990s, talented coders were making the machine do things the original hardware designers didn't think were possible: games like Turrican, Creatures, and Lemmings showed that there was life left in the old CPU yet. Even when Commodore was no longer being manufactured, the games kept coming. This book pays homage to the developers that kept the system alive, featuring games that were completed and released a decade after the last boxed C64. Commodore 64: A Visual Compendium features more than 100 titles, represented by beautiful in-game shots or loading screens, plus a gallery of artwork by legendary Zzap!64 artist Oliver Frey. Also included are a series of features, including profiles of key Britsoft developers, interviews with famous C64 artists, a look back at the demo scene, plus a showcase of unreleased titles and the new games being released more than 20 years after the last machine rolled off Commodore's production line. Presented in full-color throughout, printed on high quality paper, and complete with a spot-varnished protective dust cover, this book is a treat for anyone who grew up playing games or learning their craft on this most ubiquitous of home computers.

About the Author Steve Jarratt has more than 30 years' experience as a writer and video games journalist, working on and setting up some of the most well remembered video game magazines such as Edge, Total!, The Official PlayStation Magazine, and Zzap!64. Sam Dyer is the founder and designer of Bitmap Books. His 15 years' experience as a professional graphic designer and life-long love of video games are the driving force behind his business.