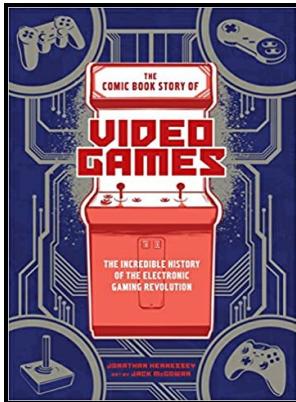


# Classic home video games, 1972-1984 - a complete reference guide

McFarland & Company, Inc., Publishers - *Classic Home Video Games, 1972*



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- Architecture, Colonial.

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Notes: Includes bibliographical references and index.

This edition was published in 2007



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Tags: #Classic #Home #Video #Games, #1985

## Classic Home Video Games, 1972

The Classic Home Video Games series is one worth reading. Organized alphabetically by console brand, each chapter includes a history and description of the game system, followed by substantive entries for every game released for that console, regardless of when the game was produced. .

## Classic Home Video Games, 1985

In addition to his reference books about classic home video games, he has written for numerous magazines and newspapers. .

## Classic Home Video Games, 1985

This reference work provides a comprehensive guide to popular and obscure video games of the 1970s and early 1980s, covering virtually every official United States release for programmable home game consoles of the pre-Nintendo NES era. A follow up to 2007's Classic Home Video Games, 1972-1984, this reference work provides detailed descriptions and reviews of every U. Organized alphabetically by console brand, each chapter includes a description of the game system followed by substantive entries for every game released for that console.

## Classic Home Video Games, 1972

Included are the following systems: Adventure Vision, APF MP1000, Arcadia 2001, Astrocade, Atari 2600, Atari 5200, Atari 7800, ColecoVision, Fairchild Channel F, Intellivision, Microvision, Odyssey, Odyssey2, RCA Studio II, Telstar Arcade, and Vectrex.

## Classic Home Video Games, 1972

Pick up these books and game on! A glossary provides a helpful guide to the classic video game genres and terms referenced throughout the work, and a preface provides a comparison between the modern gaming industry and the industry of the late 1980s.



## Related Books

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