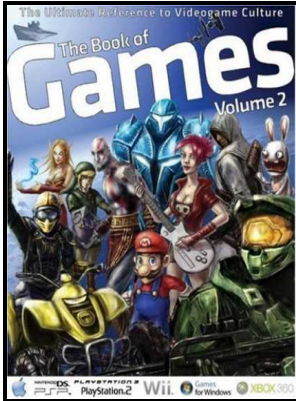


# Classic home video games, 1972-1984 - a complete reference guide

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



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

Notes: Includes bibliographical references and index.

This edition was published in 2007



Filesize: 49.32 MB

Tags: #Classic #Home #Video #Games, #1972

## Classic Home Video Games, 1972

The Classic Home Video Games series is one worth reading. .

## Classic Home Video Games, 1972

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

Fulltime freelancer and pop culture expert Brett Weiss lives in Fort Worth, Texas.

## Classic Home Video Games, 1972

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

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### **Classic Home Video Games, 1972**

From the Publisher a great tome of reference. 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. Pick up these books and game on! Includes glossary, bibliography and index.

### **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. 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.

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