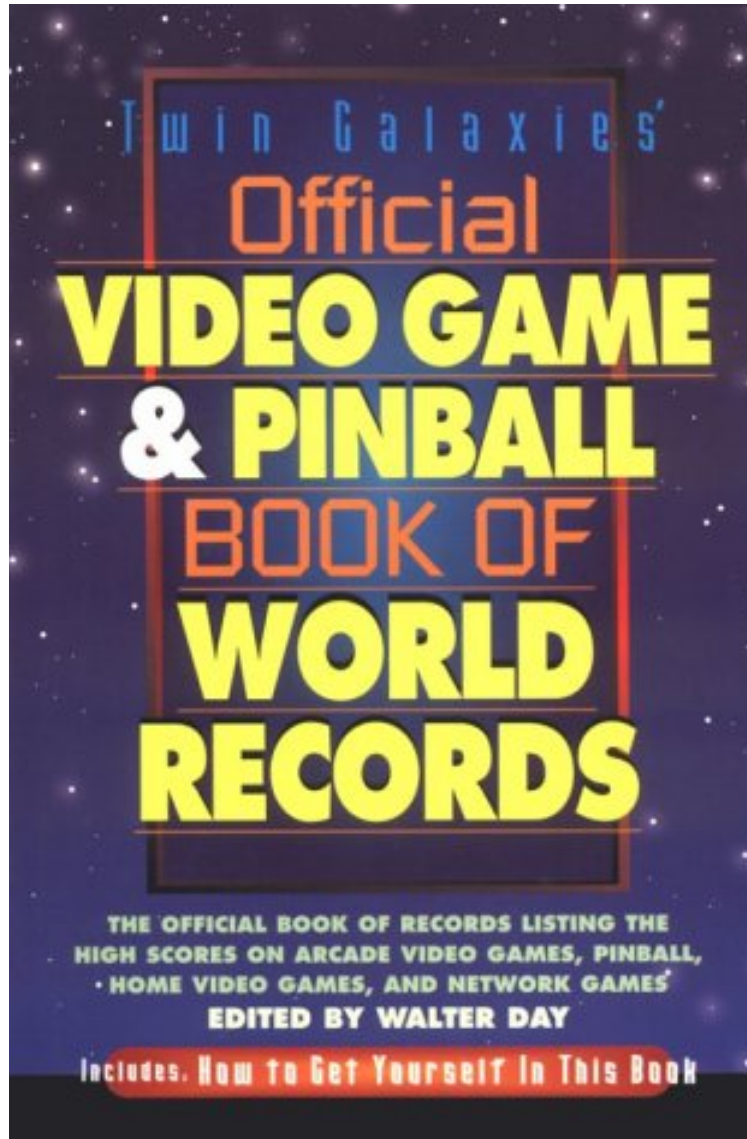


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## Official Video Game Pinball Book Of World Records(Out of Print)

Walter Day

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**Walter Day : Official Video Game Pinball Book Of World Records(Out of Print)** before purchasing it in order to gage whether or not it would be worth my time, and all praised Official Video Game Pinball Book Of World Records(Out of Print):

2 of 2 people found the following review helpful. Looking forward to the next editionBy G.HawkinsAs the title says, the book is the authoritative collection of records on video games pinball. As well as arcade machines this includes home computer systems, consoles, and arcade emulation (MAME, specifically). Unfortunately the main problem with

this book now is its incompleteness: it's now several years old and somewhat out of date. (See the Twin Galaxies website for a searchable database of all today's records.) An updated and expanded edition is meant to be on its way. The book makes up for it with a special section on "The Golden Age of Video Games" which recounts the early history of Twin Galaxies and the growth of video gaming in the 80's as a 'sport'. I thought the book took itself a little too seriously here. This section also tells the story of the That's Incredible video game competition, organized by Twin Galaxies, which many people reading this may remember watching on TV. [As an aside: A clip of this is actually downloadable from the Twin Galaxies website. It's great 80's nostalgia, and listening to the hosts' earnest commentary of the players is sheer camp hilarity! Best Line: "He piles on the pepper and sends down a bun covered with hotdogs and an egg for his four thousand points!"] The book also includes a detailed section on the TG rules and how to get yourself in the book. I'm looking forward to the next edition being an even thicker book, with records for many more games - not least for MAME! 3 of 3 people found the following review helpful. A book of scores - but more stories would be welcomed. By N. Strum I picked the book up thinking it was just a list of arcade game scores - but the author chose to also include scores for home video game systems as well. Since the focus of the recollections at the end of the book were about arcade games, a separate book for home systems would be more appropriate. A majority of the entries are for Nintendo systems, which were provided by Nintendo itself, and some are carried out to the top 250 scores. Surely the top 10 would have been plenty. On the plus side are the 200 pages of stories from the Golden Age of arcades. This is the highlight of the book, and despite the author getting a bit self-important at times, makes for very entertaining reading for those of us who were there. If you were an arcade junkie in the early 80's, you may get a kick out of it. 1 of 1 people found the following review helpful. The definitive source for high-scores a great read, too! By A Customer Walter Day has really struck gold with this definitive reference book of videogame pinball world records. Video arcades and game players everywhere now look to this book for information on world record scores, video game contests delightfully fresh perspectives on the videogame industry. It's not just a list of scores, though. Of particular interest is the fascinating 200 page story in the back of the book, which chronicles Twin Galaxies very significant part in the Golden Age of videogames in the 1980's. This book is sure to become an annual institution in arcades and videogame players libraries all over the world. I look forward to making this a yearly purchase can't wait to read the rest of the story!

The Official Video Game Pinball Book of World Records - ARCADE VOLUME \*Video Games \* Emulation \* Arcade Novelties \* Pinball The Official Book of Records is now divided into three volumes. This Arcade Volume will be followed by two additional volumes that focus on Console Gaming and PC Gaming. What you will find in this 3-volume set: 1...Each volume settles all arguments by telling you what the current high score is on almost any game and who you have to beat to become the new world champion! 2...Each volume is the authority that establishes the rules and standardized settings on each game! 3...Each volume promotes computer gaming as a professional sport, with a tradition of contests, statistics, world records and star players! 4...Each volume publicizes an international schedule of tournaments players can compete in to gain entrance into this record book! 5...Each volume brings credit to thousands of gamers around the world who know they are the best!