



A digital addiction: Nostalgia, glory, and gaming, in vivid full-color

The Rough Guide to Videogames, by Kate Berens and Geoff Howard, is the ultimate guide to the world's most addictive pastime. Both a nostalgic look at the past and a celebration of the latest in remote-waving wonders, it covers:

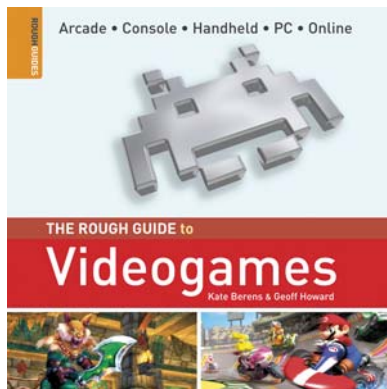
Backstory: The evolution of an industry—the first arcade machines to the latest digital delights

Canon: The 75 greatest games of all time, from *Civilization* and *Pro Evolution Soccer* to *We Love Katamari* and the MMP *World of Warcraft*

Players: Games creators, iconic companies, and their world-famous characters

Peripherals: All the best gadgets, spin-off movies, websites, and magazines

Whether you're a seasoned player with countless all-nighters under your belt, or a novice wanting to embrace the phenomenon, **The Rough Guide to Videogames** is an invaluable source, providing both a comprehensive breakdown of the industry and a nostalgic take on its journey so far.



The Rough Guide to Videogames
By Kate Berens and Geoff Howard
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About the Authors

Kate Berens first experienced the thrill of videogaming playing *TV Tennis* with her father in the 1970s; her first all-nighter was with *Secret of the Silver Blades* on the PC, and her introduction to handhelds came with *Sonic the Hedgehog* on the Game Gear. Based in South London, she blogs at atypicalgamer.com.

Geoff Howard has been playing videogames since the mid-1970s, when his grandfather bought a broken Monarch CTX-4 Video Sporter, fixed it, and gave it to Geoff and his brother. A UK-based Rough Guides editor and writer for many years, he is now based in Melbourne, Australia.

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