



The Encyclopedia of Game Machines (Encyclopedia of Game Machines: Consoles, Handhelds & Home Computers 1972-2005)

By Winnie Forster

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More than 450 dream machines, from million-dollar sellers to exotic variants, are celebrated in this exhaustive reference to video gaming systems. The near-ubiquity of video games means that nearly every reader will have owned, played, or heard about at least a handful of the machines included, whether from Europe, Japan, or the United States. Beyond just images of the gaming decks, the book covers classic software in all of its authentic, pixelated glory, as well as key technical facts for each console and operating system. With nostalgia and an archivist's attention to detail, this compendium of virtual competition looks back on 33 years of staring at screens and furiously pressing buttons.

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Editorial Review

About the Author

Winnie Forster is the cofounder and editor of the German game magazines *Man!ac*, *PowerPlay*, and *VideoGames*.

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