



Video Games

From Pong to the PS5

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ISBN	9780789214850
Publisher	Abbeville Press
Binding	Hardback
Territory	World excluding USA, Canada, Puerto Rico, and Australia
Size	260 mm x 210 mm
Pages	224 Pages
Price	£24.99

- The first all-in-one illustrated history of video games, covering the games, the consoles, and the social phenomenon of gaming
- Illustrated with vintage consoles, cartridges, and other artifacts from the world-class collection of the Videogame Art Museum in Bologna
- Also includes screenshots of classic games
- The perfect gift for anyone who's held onto their 8-bit NES

A spectacular visual history of video games from 1958 to the present.

In the past 65 years, video games have evolved from primitive computer-lab experiments into one of the world's most popular forms of entertainment and — many would say — an important new art form. **Video Games** traces every step of this fascinating journey, from Pong to the Atari 2600; to the 8-bit and 16-bit consoles; to Wolfenstein 3D and Doom; to Playstation and Xbox; to MMORPGs; to Minecraft and Fortnite; to Twitch streaming.

The lively text gives equal attention to the games, the gaming platforms, and the personalities and subcultures of the gaming world. It is illustrated throughout with beautiful colour photographs of mint-condition retro hardware and cartridges from one of the world's finest collections, and with screenshots of classic games. **Video Games: A Retro-Spective** is the perfect nostalgic gift for gamers of every generation.

Nicolo Mulas Marcello, a passionate historian of gaming, has assembled a 2,000-piece collection of vintage consoles, computers, video games, and memorabilia. He is president of the Insert Coin Association, which operated the Videogame Art Museum in Bologna. **Alberto Bertolazzi** is the author of numerous books on sports, technology, and other subjects.

