

1. Record Nr.	UNINA9910454307303321
Autore	Loguidice Bill.
Titolo	Vintage games : an insider look at the history of Grand Theft Auto, Super Mario, and the most influential games of all time // Bill Loguidice, Matt Barton
Pubbl/distr/stampa	Boston : , : Focal Press/Elsevier, , 2009
ISBN	1-136-13757-2 1-136-13758-0 1-282-03465-0 9786612034657 0-08-088013-4
Edizione	[1st edition]
Descrizione fisica	1 online resource (409 p.)
Altri autori (Persone)	BartonMatt
Disciplina	794.8
Soggetti	Video games - History Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Front Cover; Praise page; Vintage Games: An Insider Look at the History of Grand Theft Auto, Super Mario, and the Most Influential Games of All Time; Copyright page; Contents; Bonus Online Chapters; Preface; Acknowledgments; Bill Loguidice; Matt Barton; 1 Alone in the Dark (1992): The Polygons of Fear; 2 Castle Wolfenstein (1981): Achtung! Stealth Gaming Steps Out of the Shadows; 3 Dance Dance Revolution (1998): The Player Becomes the Star; 4 Diablo (1996): The Rogue Goes to Hell; 5 Doom (1993): The First-Person Shooter Takes Control 6 Dune II: The Building of a Dynasty (1992): Spicing up Strategy in Real Time7 Fnal Fantasy VII (1997): It's never Final in the World of Fantasy; 8 Flight Simulator (1980): Digital Reality; 9 Grand Theft Auto III (2001): The Consolejacking Life; 10 John Madden Football (1988): Modern Sports Videogames Kickoff; 11 King's Quest: Quest for the Crown (1984): Perilous Puzzles, Thorny Thrones; 12 Myst (1993): Launching Multimedia Worlds; 13 Pac-Man (1980): Japanese Gumption, American Consumption; 14 Pole Position (1982): Where the Raster Meets the Road

15 SimCity (1989): Building Blocks for Fun and Profit  
16 Space Invaders (1978): The Japanese Descend;  
17 Street Fighter II (1991): Would you Like the Combo?;  
18 Super Mario 64/Tomb Raider (1996): The Third Dimension;  
19 Super Mario Bros. (1985): How High Can Jumpman Get?;  
20 Tetris (1985): Casual Gaming Falls into Place;  
21 The Legend of Zelda (1986): Rescuing Zeldas and Uniting Triforces;  
22 The Sims (2000): Who Let the Sims Out?;  
23 Ultima (1980): The Immaculate Conception of the Computer Role-Playing Game;  
24 Ultima Online (1997): Putting the Role-Play Back in Computer Role-Playing Games  
25 Zork (1980): Text Imps Versus Graphics Grues  
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## Sommario/riassunto

Vintage Games explores the most influential videogames of all time, including Super Mario Bros., Grand Theft Auto III, Doom, The Sims and many more. Drawing on interviews as well as the authors' own lifelong experience with videogames, the book discusses each game's development, predecessors, critical reception, and influence on the industry. It also features hundreds of full-color screenshots and images, including rare photos of game boxes and other materials. Vintage Games is the ideal book for game enthusiasts and professionals who desire a broader understanding of the history of videogames

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2. Record Nr.	UNINA9910813608403321
Autore	Jotischky Andrew <1965->
Titolo	A hermit's cookbook : monks, food and fasting in the Middle Ages / / Andrew Jotischky
Pubbl/distr/stampa	London, [England] ; ; New York, New York : , : Continuum, , 2011 ©2011
ISBN	1-283-12282-0 9786613122827 1-4411-5991-6
Descrizione fisica	1 online resource (224 p.)
Disciplina	641.59409
Soggetti	Monastic and religious life - History - Middle Ages, 600-1500
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Cover; Contents; List of illustrations; Preface; Acknowledgements; 1 Beginnings - who were the first monks?; 2 Desert fathers, pillar-saints and fasting; 3 The 'hermit craze' of the Middle Ages; 4 Herbs and health; 5 From field to table - the medieval monastic experience; 6 Medieval diets - the food landscape; 7 Conclusion; Notes; Further Reading; Index
Sommario/riassunto	The Egyptian hermit Onuphrios was said to have lived entirely on dates, and perhaps the most famous of all hermits, John the Baptist, on locusts and wild honey. Was it really possible to sustain life on so little food? The history of monasticism is defined by the fierce and passionate abandonment of the ordinary comforts of life, the most striking being food and drink. A Hermit's Cookbook opens with stories and pen-portraits of the Desert Fathers of early Christianity and their followers who were ascetic solitaries, hermits and pillar-dwellers. It proceeds to explore how the ideals of the dese