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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; Index

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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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