1.	Record Nr.	UNISALENTO991003257189707536
	Autore	Grand, Joe.
	Titolo	Game console hacking [electronic resource] : have fun while voiding you warranty / Joe Grand, Frank Thornton, Albert Yarusso ; special foreward by Ralph H. Baer
	Pubbl/distr/stampa	Rockland, Mass. : Syngress
		Sebastopol, Calif. : Distriuted by O'Reilly Media in the United States and Canada, c2004
	ISBN	9781931836319
		1931836310
	Descrizione fisica	xxi, 558 p. : ill. ; 24 cm.
	Altri autori (Persone)	Thornton, Frank.author
		Yarusso, Albert.author
	Disciplina	006.7
	Soggetti	Video games - Equipment and supplies
		Electronic books.
	Lingua di pubblicazione	Inglese
	Formato	Risorsa elettronica
	Livello bibliografico	Monografia
	Note generali	"Xbox, PlayStation, Nintendo, Game Boy, Atari, & Gamepark 32"-- Cover.
		Includes index.
	Sommario/riassunto	The worldwide video game console market surpassed $10 billion in 2003. Current sales of new consoles is consolidated around 3 major companies and their proprietary platforms: Nintendo, Sony and Microsoft. In addition, there is an enormous installed "retro gaming" base of Ataria and Sega console enthusiasts. This book, written by a team led by Joe Grand, author of "Hardware Hacking: Have Fun While Voiding Your Warranty", provides hard-core gamers with they keys to the kingdom: specific instructions on how to crack into their console and make it do things it was never designed to do. By definition, video console game players like to have fun. Most of them are addicted to the adrenaline rush associated with "winning", and even more so when the "winning" involves beating the system by discovering the multitude of "cheats" built into most video games. Now, they can have the ultimate adrenaline rush---actually messing around with the soul of the

machine and configuring it to behave exactly as the command. This book builds on the motto of "Have Fun While Voiding Your Warranty" and will appeal to the community of hardware geeks who associate unscrewing the back of their video console with para-jumping into the perfect storm. * Providing a reliable, field-tested guide to hacking all of the most popular video gaming consoles. * Written by some of the most knowledgeable and recognizable names in the hardware hacking community. * Game Console Hacking is the first book on the market to show game enthusiasts (self described hardware geeks) how to disassemble, reconfigure, customize and re-purpose their Atari, Sega, Nintendo, Playstation and Xbox systems.