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Kurt Kalata

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Kurt Kalata : Hardcore Gaming 101 Presents: Sega Arcade Classics Vol. 1 (Revised Edition) before purchasing it in order to gauge whether or not it would be worth my time, and all praised Hardcore Gaming 101 Presents: Sega Arcade Classics Vol. 1 (Revised Edition):

8 of 8 people found the following review helpful. An absolute must-have for any Sega (or Arcade) fan! By Nicholas Custer Unlike Nintendo, Sega has tragically too few books about their works, especially in English - and while the recently-released History of Sonic is likewise excellent, franchises such as that and Phantasy Star have (rightfully) been the subject of many forum posts, episodes of Retronauts so on. Hardcore Gaming 101 chose instead to focus on

the Yu Suzuki arcade classics, and a handful of other titles/series - a great mix of popular niche/cult classics. The meat of it is exactly what you come to expect from H101: while each entry might see only a few pages, it's jam-packed with all manner of history, from development details, port comparisons (including formats I was barely aware of), and really cool stuff like betas/unreleased titles, as well as relevant ROM hacks. The Sega fan community has its share of top-notch sites, but I don't think anyone other than H101 would've been nearly as thorough. Those looking for an art book would likely have better luck with the few Japanese ones on Ebay, as the layout largely allocates its space for comparison shots, more so than concept art - I was most appreciative of this personally, as it's fascinating watching several generations of console hardware struggle to replicate something AM2 accomplished with coin-ops back in 1985, for example. Likewise, a priority was clearly made to delve into every spin-off of any series discussed, revealing installments of both Alex Kidd Shinobi I was previously unaware of. Again, I applaud Kurt co's decisions here, as this likely would've sold more copies as just another Sonic book, but instead I was able to finally have the mystery of Wonder Boy/Adventure Island/Monster World series etc explained (accomplished by a candid interview with the series creator), and learn about oddities like Typing Space Harrier....I can't believe we never got OutRun 3D over here. Anyway. My only regret was reading it while traveling, as it's now falling apart on me - however, due to the overall quality (and low price) of the book, I was happy to order another copy upon my return...right after hunting down a copy of Super Fantasy Zone. Again, if you grew up with Sega, or are simply a fan of good games (arcade especially), do not pass on this.

0 of 0 people found the following review helpful. Book Review: SEGA Arcade Classics Volume 1 By A+The first thing i think of when i see the name SEGA is ofcourse OutRun, for others it might be Golden Axe, Space Harrier, Shinobi, Wonderboy, Afterburner and so on. All of them Arcade classics/smash hits. This book is about many of SEGAs smash hits, way more than i knew about actually. SEGA ARCADE CLASSICS VOLUME 1 , 170 pages filled to the brim with info about SEGA and its games. This site is not about books really, but the other book articles have been very popular so i decided to do another book article. The book is from 2012 but i just recently aquired it. The book is about many of the SEGA games over the last 30+ years, a few interviews and other tidbits can be found inside too. The first thing that struck me with the book was how awful the binding was, it was too stiff and a nightmare to read. Everytime you flipped a page they just went back, and the further into the book you got, the more annoying this problem got. To solve this problem was to bend the binding, and press the pages the whole time, after a few pages it all started to look bad. It is a book so when you read it you should be able to do so without bending and pressing the paper all the time. This book will not last long before the pages will fall out for sure. What the hell were they thinking? Huge review, pictures and so much more located on my blog. Check the rest here:[...] 1 of 1 people found the following review helpful. Hits the nostalgia spot! By Ayela Few This is a very good book. It's full of full color photos and well-researched information about Sega's Golden Age of arcade gaming. There are lots of tidbits about all the ports and spin-offs of each arcade title. It's not all-inclusive, however: here's to hoping Volume 2 covers the blind spots: Hot Rod, Monaco GP, Hang On, Enduro Racer, Alien Storm, Wrestle War, Rad Mobile, Michael Jackson's Moonwalker, Spider-Man, and the many others I'm no doubt forgetting.....as well as the transition into the polygonal era.

Revised for 2015! Get ready to enter the world of Sega! Hardcore Gaming 101 Presents: Sega Arcade Classics Vol. 1 includes extensive reviews of over seventy classic games originating from the 1980s and 90s arcade scene, including: After Burner, Golden Axe, Space Harrier, Shinobi, OutRun, Fantasy Zone, Alex Kidd, Altered Beast, Gain Ground, Alien Syndrome, Wonder Boy / Monster World, Galaxy Force, Alien Storm, Crack Down, Dynamite Dux, ESWAT, Thunder Blade, Quartet, Power Drift