

[Mobile pdf] The Anatomy of Castlevania: The NES Trilogy: An analysis of three 8-bit video game classics (unofficial and unauthorized) (The Anatomy of Games) (Volume 1)

The Anatomy of Castlevania: The NES Trilogy: An analysis of three 8-bit video game classics (unofficial and unauthorized) (The Anatomy of Games) (Volume 1)

Jeremy Parish, The GameSpite Crew

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#789680 in Books 2012-11-01 Original language: English PDF # 1 10.00 x .19 x 8.00l, #File Name: 151188022880 pages | File size: 75.Mb

Jeremy Parish, The GameSpite Crew : The Anatomy of Castlevania: The NES Trilogy: An analysis of three 8-bit video game classics (unofficial and unauthorized) (The Anatomy of Games) (Volume 1) before purchasing it in order to gauge whether or not it would be worth my time, and all praised The Anatomy of Castlevania: The NES Trilogy: An analysis of three 8-bit video game classics (unofficial and unauthorized) (The Anatomy of Games) (Volume 1):

1 of 1 people found the following review helpful. Must have for metroidvania fans! By Loretta Mistrot Mr Parish obviously loves this noted game series as much as I do. Reading this enhances my enjoyment of these games. Thank

you, Jeremy, for giving me a reason to revisit my childhood games. 0 of 0 people found the following review helpful. Five Stars
By Customer
Best book about Castlevania ever. 9 of 9 people found the following review helpful. If you're so much as reading this review, this book is for you
By Jordan M. Davis
I'm a relative latecomer to podcast listening, so it wasn't until early 2012 that I discovered the Retronauts podcast and first became familiar with the authors work. I love how the impassioned reflections and critiques from the panels inspired me to look at my favorite games/series/genres (and not-so-favorites) in entirely new ways. Since I've a great fondness for the Castlevania franchise (at least its first twenty years), I was most intrigued by the Anatomy of Games analysis that Mr. Parish had mentioned in a few episodes. Not much of a regular blog reader, I sampled a few entries on his website across a few of the games that I was intimately familiar with, enough to get that feeling of, yes, I'd love a printed copy of this. My cover to cover read was quite enjoyable. I learned a ton, and now view a ton of the stages, mechanics, and even characters in a whole new light. I was particularly fascinated by how the author was able to articulate some points that I'd only half-realized or noticed during my dozen run-throughs of each game. I have always thought Castlevania was cool; the book literally puts into words WHY. My mind was blown reading the analysis of the first game's genius map layout, the second game's experience system, and the third game's whole blocks worth of nods to Simon's quest! I realized (with a smile) after I was twenty or so pages in that each area's music was playing in my head as I reflected upon them (complete with Poison Mind in the last few paragraphs of each CV1 chapter, heh). So content/inspiration-wise, I give this 5 stars. 5 stars as well to the book's overall layout; the hi-res screenshots are gorgeous, the sprite art is thoughtfully placed (and unlike many strategy guides, not overused), and the maps are laid out wonderfully, and speak to their oft-brilliant design, as the analyses point out. So why not the full 5 stars? I suppose my biggest gripe is with the book's copy. While I'm aware that the majority of the content was sourced from the site's blog, much of this appears to have been a literal copy/paste; there were far too many spelling and grammatical errors (including a glaring one in the intro paragraph), incomplete sentences, EDIT: annotations, and a bit too much repetition of some thoughts/phrases for my tastes, given the format. All of this is perfectly acceptable (and quite honestly, expected) in the blogosphere, but is a more difficult pill to swallow for a \$19 publication. The final work could have definitely used a professional editing, as well as a once-over by another hardcore Castlevania fan, specifically for fact-checking (the holy water burned orange and red in these games, not blue!). I would be remiss not to mention that the font used in the printed version is on the small side, and the font weight was inconsistent from page to page. The latter was particularly a problem with some of the sidebar content, which uses the same font/weight on darker backgrounds, and was rather difficult to read with my slightly less than 20/20 vision. (I know the books in this series are printed on demand, so this may just be an issue with my copy, but overall the text appears to have been printed from an inkjet printer running low on ink or whose heads are in desperate need of cleaning.) I was fully aware (as I'd imagine most people reading this review) that the bulk of the content presented is available free in the author's blog. I wanted this for my library not just because I still appreciate/prefer physical books as a medium, but to support the author and thank him and crew for the eye-opening dissection of a trilogy of games for which I already had unwavering passion. I look forward to ordering the other volumes.

In its heyday, Konami's Castlevania series sat at the bleeding edge of game design. This volume dissects the first three games in the franchise: Castlevania, Simon's Quest, and Dracula's Curse in order to explore the ideas, history, and results of the choices Konami's designers made in exploring the undead world of Dracula. Originally published at www.anatomyofgames.com Castlevania is a trademark of Konami. This book is unofficial and not endorsed by the publisher.