



Press Release



The Rough Guide to Videogames

Emerging in the seventies as a niche form of entertainment, Videogames have edged their way further and further into mainstream culture. At a time when gaming has never been more popular, videogames fanatics **Kate Beren** and **Geoff Howard** felt there was no better time for **The Rough Guide to Videogames**.

The Rough Guide to Videogames offers a tangible, dip-in-and-out guide to a once scorned hobby that has fast become a cultural phenomenon. Covering everything from the very first arcade machines, to today's more time consuming, tactical games, **The Rough Guide to Videogames** examines the historical context of videogaming, looking at the advancements in technology, the design and narrative that have characterized recent games, not forgetting of course the most memorable characters.

Whether you're a seasoned player with countless all-nighters under your belt, or a novice wanting to embrace the phenomenon, **The Rough Guide to Videogames** is an invaluable source, providing both a comprehensive breakdown of the industry and a nostalgic look at its journey so far.

5 Facts You Never Knew About Videogames...

- In 1982 *Atari* paid a reputed 20-odd million Dollars for the rights to produce *E.T. The Extra-Terrestrial*
- Terry Pratchett found his productivity directly affected by *Lemmings* "Not only did I wipe *Lemmings* from my hard disc, I overwrote it so I couldn't get it back"
- DS versions of *Pokemon* sold over 1.5 million copies in their first week
- The 1976 game *Death Race* was the first ever game to be banned
- Despite harsh criticism *Lara Croft: Tombraider* (2001) earned over \$250 million at the box office

Starting with the back-story of the gaming industry, Berens and Howard chart the development of the very first mainframes of the seventies through to the multi-million pound games industry of today. Along the way they review what they consider to be the key games and create the "Canon"; a list of over 70 games that the pair believe have made the biggest impact on Videogames. Drawing the guide to an end Berens and Howard offer an in-depth analysis into the difficult relationship that videogames have had with other mediums, in particular the film industry.

About the Authors

The Rough Guide to Videogames has been collated by the authors Kate Berens and Geoff Howard. Having grown up with videogames, both have experienced the highs and lows that go with them. From the very first consoles of the seventies through to the first all-nighters that they pulled, Kate and Geoff have gathered up all of their experiences to put together this definitive guide.

Kate Berens

Kate first experienced the thrill of videogaming playing the Pong-alike TV Tennis with her father in the 1970s; her first all-nighter was with Secret of the Silver Blades on the PC, and her introduction to handhelds came with Sonic the Hedgehog on the Game Gear. Passionate about videogames and their role in popular culture, she recently left her job as editorial director at Rough Guides Travel to concentrate on freelance writing and editing. Based In South London, she blogs at atypicalgamer.com

Geoff Howard

Geoff Howard has been playing videogames since the mid-1970s, when his grandfather bought a broken Monarch CTX-4 Video Sporter from Tandy Shack, fixed it, and gave it to Geoff and his brother. He swiftly moved on to the Atari 2600 and hasn't been far from a console or PC since. A UK-based Rough Guides editor and writer for many years, he is now based in Melbourne, Australia, and is particularly keen to see an Australian game-rating system introduced which recognizes that like films, games can be for adults as well as kids. This is the third book he has written with Kate on videogaming.

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Notes for Editors:

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