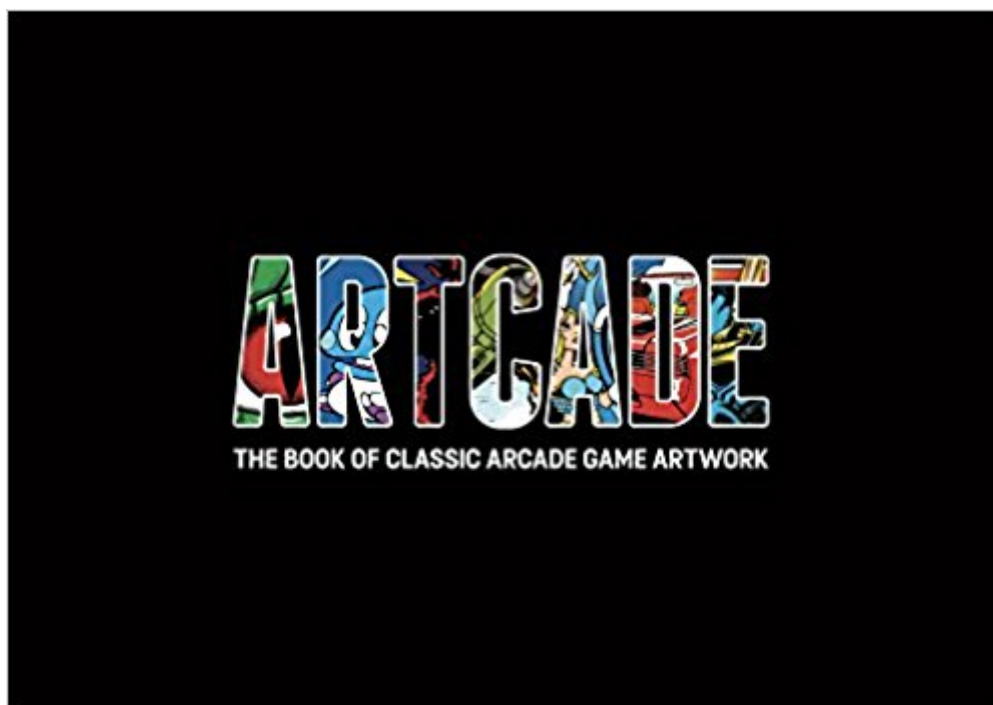


The book was found

Artcade: The Book Of Classic Arcade Game Artwork



Synopsis

Gamers who cut their teeth in the arcades will love this trip down memory lane. Arcade is a unique collection of coin-op cabinet marquees, some dating back 40 years to the dawn of video gaming. Originally acquired by Tim Nicholls from a Hollywood props company, this archive of marquees – many of which had suffered damage over time – have now been scanned and digitally restored to their former glory. The full collection of classic arcade cabinet artwork is presented here for the first time in this stunning landscape hardback book, and accompanied by interviews with artists Larry Day and the late Python Anghelo. Relive your mis-spent youth with artwork from dozens of coin-ops including Asteroid, Battlezone, Street Fighter II, Out Run, Moon Patrol, Gyruss, Q*Bert, Bubble Bobble and many more. Each marquee takes up a full double-page spread in the book, and is faithfully recreated using beautiful lithographic printing on the highest quality paper. Tim has spent over a thousand hours assembling the high-resolution scans, restoring the images in Photoshop and color-correcting them back to their vibrant, as-if “new appearance. The results of all that hard work are now available as a lasting record of the amazing artwork that adorned the arcades during the golden era of coin-op video gaming.

Book Information

Hardcover: 324 pages

Publisher: Bitmap Books Ltd (January 4, 2016)

Language: English

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Product Dimensions: 11.7 x 3.7 x 8.3 inches

Shipping Weight: 3.7 pounds (View shipping rates and policies)

Average Customer Review: 3.9 out of 5 stars 7 customer reviews

Best Sellers Rank: #191,323 in Books (See Top 100 in Books) #85 in Books > Arts &

Photography > Other Media > Video Games #522 in Books > Humor & Entertainment > Pop

Culture > Art #537 in Books > Humor & Entertainment > Puzzles & Games > Video & Computer Games

Customer Reviews

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adorned the arcades during the golden era of coin-op video gaming....Steve has over 30 years experience as a writer and video games journalist - working on and setting up some of the most well remembered video game magazines such as Edge, Total! Official PlayStation Magazine and Zzap!64. Sam Dyer is the founder of Bitmap Books and designer of the books. His 15 years experience as a professional graphic designer and life-long love of video games are the driving force behind the business.

I thought it would have more cabinet side art. There is only a handful of these types of pics. The majority is cabinet marquees only (130~150 different cabinet marquees), which is fine in itself but not what I thought I was getting. Shipped from the UK.

There are a few glaring omissions, but classics like Shinobi, Altered Beast, and late 80s Capcom hits are included. Excellent paper and print quality.

Great book for nostalgia or history. I find some of the art in this book to be more outstanding than most of what I've seen in museum art exhibits.

Beautiful!

The pictures are nice and the quality of the prints are great, but all the pictures are printed as spreads across pages. I found it hard to enjoy the artwork with the binding running down the center of each page.

Beautiful, hard bound book highlighting the amazing marquees that made up the arcade games of the 80s and 90s. While there is little commentary, the point of the book is not missed. That of the ART that was in the ARCADE. Painstakingly, the art was taken and many times, restored before moving to this printed format. I was an original Kickstarter supporter and could not be more pleased with the final product!

Gift for my son, who loved it.

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