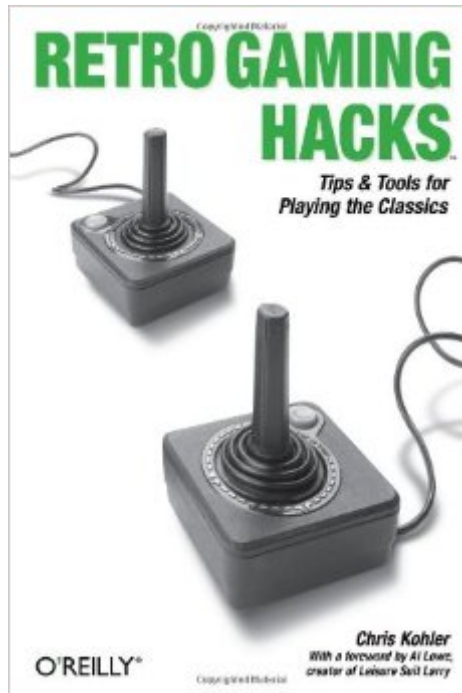# Retro Gaming Hacks: Tips & Tools For Playing The Classics

Synopsis

Maybe it was the recent Atari 2600 milestone anniversary that fueled nostalgia for the golden days of computer and console gaming. Every Game Boy must ponder his roots from time to time. But whatever is driving the current retro gaming craze, one thing is certain: classic games are back for a big second act, and they're being played in both old and new ways. Whether you've just been attacked by Space Invaders for the first time or you've been a Pong junkie since puberty, Chris Kohler's Retro Gaming Hacks is the indispensable new guide to playing and hacking classic games. Kohler has complied tons of how-to information on retro gaming that used to take days or weeks of web surfing to track down and sort through, and he presents it in the popular and highly readable Hacks style. Retro Gaming Hacks serves up 85 hard-nosed hacks for reviving the classic games. Want to game on an original system? Kohler shows you how to hack ancient hardware, and includes a primer for home-brewing classic software. Rather adapt today's equipment to run retro games? Kohler provides emulation techniques, complete with instructions for hacking a classic joystick that's compatible with a contemporary computer. This book also teaches readers to revive old machines for the original gaming experience: hook up an Apple II or a Commodore 64, for example, and play it like you played before. A video game journalist and author of Power Up: How Japanese Video Games Gave the World an Extra Life, Kohler has taught the history of video games at Tufts University. In Retro Gaming Hacks, he locates the convergence of classic games and contemporary software, revealing not only how to retrofit classic games for today's systems, but how to find the golden oldies hidden in contemporary programs as well. Whether you're looking to recreate the magic of a Robotron marathon or simply crave a little handheld Donkey Kong, Retro Gaming Hacks shows you how to set the way-back dial.

Book Information

Paperback: 504 pages

Publisher: O'Reilly Media; 1 edition (October 22, 2005)

Language: English

ISBN-10: 0596009178

ISBN-13: 978-0596009175

Product Dimensions: 6 x 1.1 x 9 inches

Shipping Weight: 1.4 pounds (View shipping rates and policies)

Average Customer Review: 4.9 out of 5 starsÂ Â See all reviewsÂ (9 customer reviews)

Best Sellers Rank: #131,232 in Books (See Top 100 in Books)   #41 inÂ Books > Computers &

Customer Reviews

If you have any interest in reliving your gaming past on Apple][s, or old Nintendos or Ataris, you will love this book. The book has recipes for emulating all of those consoles and even building and hacking your own hardware. I really enjoyed reading this book.

Some of these 'hacks' I knew about, many i did not. But every 'hack' in here offered some level of detail that made my retro gaming experience just that much better.The bulk of the hacks are focused on emulators - how to get them, how to use them, etc. Which means that you will be Retro-gaming on your PC. Before I nabbed this book, I thought that would be a slightly less than awesome experience. Mainly because the controls leave a lot to be desired (who wants to use a keyboard to play Satan's Hollow.) But thanks to one of the hacks, I now know where to go to get retro game controllers that fit right into your PC.While retro-gaming on the PC is the the focus of the book, it by no means describes all the content. There is tunds of cruncy goodness in here on obtaining old platforms and cartridges, to hacking your old cartidges / games into your modern platform.All in all a joy to read, and even more fun to implement. Pick it up! Its a good 'un.

What an absolutely awesome book! Mr. Kohler did a wonderful job. I love this book and recommend it to everyone interested in retro gaming. It is packed full of useful and insiteful information. To top it all off, the book is in a fun, easy-to-read and enjoyable format. I can't recommend it enough.I hope Mr. Kohler does a revised and updated edition of this book. The information in it is too good to be allowed to just fade away. I'll definately buy an updated copy.Just one comment to the author Chris Kohler should he read this review: How about a hack about the Scot Adam's text adventure series for the section of your book on Text Adventure games? Scot Adam's was big in the early 80s.Thanks!

Chris Kohler's RETRO GAMING HACKS: TIPS & TOOLS FOR PLAYING THE CLASSICS tells how to emulate classic games on cell phones to computers, how to locate vintage game hardware, how to convert gaming tools, and how to write your own retro-style games in various programs. From playing old games on original hardware or making conversions, RETRO GAMING HACKS is for

avid gamers who want to tweak the experience.

A great reference for those who like to tinker with the hardware side of retro games. I found this book to be a very good reference, well thought out and very applicable to the hobby of retro gaming and will appeal to the enthusiast at all levels.

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