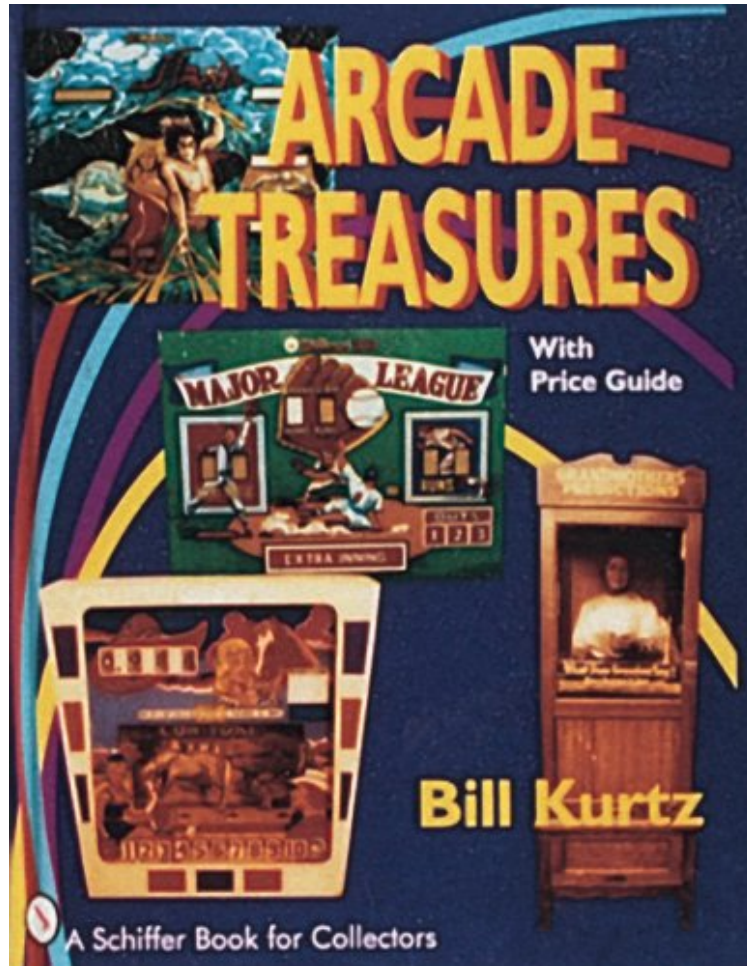


[Ebook free] Arcade Treasures: With Price Guide (Schiffer Book for Collectors)

Arcade Treasures: With Price Guide (Schiffer Book for Collectors)

Bill Kurtz

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Bill Kurtz : Arcade Treasures: With Price Guide (Schiffer Book for Collectors) before purchasing it in order to gage whether or not it would be worth my time, and all praised Arcade Treasures: With Price Guide (Schiffer Book for Collectors):

0 of 0 people found the following review helpful. Five StarsBy Miguel Angel Pastor MonterdePerfect4 of 6 people found the following review helpful. Almost entirely focused on pins and EMBy Derek SIIf you're interested in video arcade games from the 80s, this book will disappoint you. The content is VERY pinball-centric, with only passing mentions of arcade cabinets here and there.Not what I expected.0 of 1 people found the following review helpful. not a very good reference bookBy andySome of the items shown in the book appear to be drawings of the machines, many others are the advertising for the machine rather than an actual photo of the machine. Most of the pinball machines pictured are merely of the back glass ignoring the play field or (once again) simply the advertising pitch for the machine. The contents are separated by decade but the index in the back make it easier to look up a machine if of

unknown year. Price guide at the back of book are not very detailed (i.e. 'Value 100-200') and difficult to refer to quickly. Why wouldn't you have the values with the description and pictures???? Like in the Ayliffe book.

Today, a sense of nostalgia and the irresistible urge to play have combined to make arcade memorabilia and antique arcade games one of the hottest collectible fields of our time. This book is filled with 447 color photos of the greatest games ever to hit the arcade scene-the earliest arcades' strength testers and fortune tellers, perennial favorites like baseball games and SKEE-BALL, wild pinball games from the middle of the century, and modern electronic video game like PAC MAN and Q*BERT. While American manufacturers have maintained a solid grip on the market, some interesting offerings are included from foreign manufacturers. Also included are a section on novelty products, a detailed discussion of the development of different game trends, a history of significant manufacturers and designers, and a thorough price guide. Kurtz shares tips on how to begin moving in the arcade trading circuit, how to locate your favorite games, and how to maintain and repair your collection. Beginning collectors and long-time fans alike will find Kurtz's information helpful. With its foreword by Sha-Na-Na's Screamin' Scott Simon this book is a must-read for anyone interested in the games of yesteryear-and of today!

About the Author Bill Kurtz lives in Willoughby, Ohio and has written extensively on arcade games.