



## Replay: The History of Video Games

By *Tristan Donovan*

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A riveting account of the strange birth and remarkable evolution of the most important development in entertainment since television, *Replay* is the ultimate history of video games. Based on extensive research and over 140 exclusive interviews with key movers and shakers from gaming's past, *Replay* tells the sensational story of how the creative vision of game designers gave rise to one of the world's most popular and dynamic art forms.

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### **Editorial Review**

#### **Review**

"While other history books have covered the topic, Tristan Donovan's 500-page tome is the most wide-ranging history I've read." --Wired

"An amazing work. Comprehensive and wide ranging - yet engrossing and splendidly entertaining. If you read only one history of video games - Replay is it." --Eugene Jarvis, creator of Defender, Narc and Smash TV

"Tons of interviews with creators, a window into early US and Europe PC industry stuff I'd never read about before at all... very enjoyable and informative reading." --Christian Nutt, Gamasutra

"Tristan Donovan's account is the most comprehensive thus far...He details with great insight the people and events that led to what is the most powerful creative field today." --Richard Garriott (aka Lord British), designer of the Ultima series

I cant think of a reason that you shouldnt go and order a copy of it immediately...If you enjoy reading about games, theres absolutely no way that youre not going to find spending quality time with this rewarding. --Kieron Gillen, Rock Paper Shotgun

Whether you grew up with your eyes glued to Adventure or Super Mario Bros, with your hand around a joystick or inside a Nintendo Power Glove, this is one history lesson worth its weight in quarters. --Rob Lott, Bookgasm

Striking a near-perfect balance between art and commerce, Replay is the most comprehensive history of videogames so far. --Edge

Essential reading --GamesTM

#### **About the Author**

Tristan Donovan has written about video games for The Guardian, Edge, Game Developer, Stuff, The Gadget Show, GamesTM and many other publications. He lives in East Sussex, UK.

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