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Speccy Nation is a collection of the good, the bad, the ugly, and the downright horrendous Dan Whitehead however, is definitely a retro gaming origins expert having been into video games since 1982 and writing for a variety of gaming publications and getting stuck in with many gaming related endeavours.

Speccy Nation by Dan Whitehead - Goodreads

Only a few pages into "Speccy Nation" and the author has refuted American film critic Roger Ebert's assertion that "video games are not art." Well done! Read more. Helpful. Comment Report abuse. wk. 5.0 out of 5 stars Great. Reviewed in the United States on February 13, 2014. Verified Purchase.

Speccy Nation: A tribute to the golden age of British ...

Welcome to the Speccy Nation. Join veteran games journalist and author Dan Whitehead on a journey through fifty games that helped to define the golden age of British gaming. From the timeless classics to unlikely cult favourites, and even the games so eccentric they could only have come from Britain in the 1980s.

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The long-awaited follow up to best-selling retro gaming book Speccy Nation! Join veteran games writer Dan Whitehead on a ten year journey through the dizzying highs and bewildering lows of 1980s pop culture, the cult TV shows, the forgotten cartoons and the blockbuster movies as captured in the bizarre, brilliant and often just terrible tie-in ZX Spectrum games that defined the first ever digital decade.

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dizzying highs and bewildering lows of 1980s pop culture, the cult TV shows, the forgotten cartoons and the blockbuster movies as captured in the bizarre, brilliant and often just terrible tie-in ZX Spectrum games that defined the first ever digital decade.

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It must have been a wild time to be a gamer in 80s Britain, and SPECCY NATION is a sugar rush style whirl through that crazy era. Or maybe it's just the cooking sherry I've been nipping. One person found this helpful

Amazon.com: Customer reviews: Speccy Nation

Speccy Nation: A Tribute to the Golden Age of British Gaming: Author: Dan Whitehead: Publisher: Zebra Partnership: Platform: Book: Release Date: 2012: ISBN #: 1479193925: Rating: 4 out of 5: ESRB Rating: N/A

Book review: Dan Whitehead, #Speccy Nation: Tribute to the ...

The long-awaited follow up to best-selling retro gaming book Speccy Nation!Join veteran games writer Dan Whitehead on a ten year journey through the dizzying highs and bewildering lows of 1980s pop culture, the cult TV shows, the forgotten cartoons and the blockbuster movies as captured in the bizarre, brilliant and often just terrible tie-in ZX Spectrum games that defined the first ever digital decade.The 1980s!

Speccy Nation Ser.: Speccy Nation Volume 2 : 1982 - 1992 ...

Speccy is an advanced, lightweight, and full-fledged system information programme for your Windows PC. When you download Speccy, the tool provides you with detailed statistics about the hardware installed on your machine. This includes Motherboard, CPU, Optical Drives, RAM, Audio Support, Hard Disks, and Graphics Cards.

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Speccy Nation Volume 2 book. Read 4 reviews from the world's largest community for readers. The long-awaited follow up to best-selling retro gaming book ...

THE ULTIMATE 8-BIT RETRO TRIVIA CHALLENGE! Do you know your Miner Willy from your Monty Mole? Can you name all of Dizzy's yolk folk? Do the names Joffa, Cecco and Gollop send you into a spiral of blissful nostalgia? Then the Official Speccy Nation Quiz Book is waiting for you to prove your worth! Hundreds of questions covering everything from beloved classics to evergreen genres, from legendary coders to your favourite games magazines await you. **SO...HOW WELL DO YOU KNOW THE ZX SPECTRUM?**

A tribute to the ZX Spectrum and the golden age of British gaming from veteran games journalist Dan Whitehead. Witty write-ups on fifty classic games that helped define the ZX Spectrum.

The long-awaited follow up to best-selling retro gaming book Speccy Nation! Join veteran games writer Dan Whitehead on a ten year journey through the dizzying highs and bewildering lows of 1980s pop culture, the cult TV shows, the forgotten cartoons and the blockbuster movies as captured in the bizarre, brilliant and often just terrible tie-in ZX Spectrum games that defined the first ever digital decade. The 1980s! Nostalgia has made this decade hip again, but for those who were there first time around it was a time of social upheaval, uplifting pop music, bombastic TV, lurid fashion and garish cartoons. Transformers! Knight Rider! Fighting Fantasy! Top Gun! Geoff Capes! Rambo! Chewits! Grange Hill! Spitting Image! Samantha Fox! Gobots! Danger Mouse! Airwolf! Super Gran! And more! It was a decade of mass entertainment, of lazy summer holidays, school discos and biking across town on a Saturday morning to spend pocket money on sweets and comics...and maybe a Spectrum game. Yes, the 1980s was also a decade experienced for the first time through computers, as everything was turned into a game for Britain's children to play along at home.

This book explores the many ways Gothic literature and media have informed videogame design. Through a series of detailed case studies, Videogames and the Gothic illustrates the extent to which particular tropes of Gothic culture – neo-medieval aesthetics, secret-filled labyrinthine spaces, the sense of a dark past impacting upon the present – have been appropriated by and transformed within digital games. Moving beyond the study of the generic influences of horror on digital gaming, Ewan Kirkland focuses in on the Gothic, a less visceral mode tending towards the unsettling, the uncertain and the uncanny. He explores the extent to which imagery, storylines and narrative preoccupations taken from Gothic fiction facilitate the affordances and limitations of the videogame medium. A core contention of this book is that videogames have developed as an inherently Gothic form of popular entertainment. Arguing for close proximity between Gothic culture and the videogame medium itself, this book will be a key contribution to both Gothic and digital game scholarship; as such, it will have resonance with scholars and students in both areas, as well as those interested in Gothic novels, media and popular culture, digital games and interactive fiction.

This book analyzes the effect of policy on the digital game complex: government, industry, corporations, distributors, players, and the like. Contributors argue that digital games are not created nor consumed outside of the complex power relationships that dictate the full production and distribution cycles,

and that we need to consider those relationships in order to effectively "read" and analyze digital games. Through examining a selection of policies, e.g. the Australian government's refusal (until recently) to allow an R18 rating for digital games, Blizzard's policy in regards to intellectual property, Electronic Arts' corporate policy for downloadable content (DLC), they show how policy, that is to say the rules governing the production, distribution and consumption of digital games, has a tangible effect upon our understanding of the digital game medium.

This book explores the extraordinary difficulties a nation-state's law enforcement and military face in attempting to prevent cyber-attacks. In the wake of recent assaults including the denial of service attack on Estonia in 2007 and the widespread use of the Zeus Trojan Horse software, Susan W. Brenner explores how traditional categories and procedures inherent in law enforcement and military agencies can obstruct efforts to respond to cyberthreats. Brenner argues that the use of a territorially-based system of sovereignty to combat cyberthreats is ineffective, as cyberspace erodes the import of territory. This problem is compounded by the nature of cybercrime as a continually evolving phenomenon driven by rapid and complex technological change. Following an evaluation of the efficacy of the nation-state, the book goes on to explore how individuals and corporations could be integrated into a more decentralized, distributed system of cyberthreat control. Looking at initiatives in Estonia and Sweden which have attempted to incorporate civilians into their cyber-response efforts, Brenner suggests that civilian involvement may mediate the rigid hierarchies that exist among formal agencies and increase the flexibility of any response. This book will be of great interest to students and researchers of information technological law and security studies.

A complete guide to horror movies in which nature fights back against mankind, from giant atomic insects in the 1950s through to the killer creature features of the 1970s and beyond.

Nostalgiques des années Tetris et Pacman, ce livre est fait pour vous ! Qui n'a jamais joué à un jeu vidéo ? Nombreux sont ceux qui se sont essayés à Pong, Space Invaders, Pac-Man, Super Mario Bros., Tetris, The Legend of Zelda, Les Sims, Minecraft, Call of Duty, et bien d'autres. Véritable composante culturelle, le jeu vidéo attire 75% des Français, d'une moyenne d'âge de 35 ans, et 1 femme sur 2. Des fameuses bornes d'arcade dans les années 1970 aux consoles modernes ultra-sophistiquées, l'histoire du jeu vidéo débute en 1947, aux États-Unis, avec Cathode Ray Tube Amusement Device. Puis Spacewar débarque en 1963 : la jeuvidéomania est née. Dans le jeu vidéo, tout est affaire de vitesse, et les technologies progressent au rythme effréné des exigences des video games. Du PDP-1 à la Xbox, de l'Atari 2600 à Nintendo DS, ce sont sept décennies d'avancées technologiques, qui ont permis l'émergence de la console de jeux dans les salons puis dans la poche du jean. Ce livre présente les machines et les jeux que la France a connus. Il donne également des clefs au passionné pour comprendre l'évolution rapide du jeu vidéo au gré de la technologie et de l'imagination. Un panorama de tous les jeux vidéos depuis leur invention, où chacun retrouvera ses consoles et ses jeux favoris ! **EXTRAIT** Dans le jeu vidéo, tout est affaire de vitesse. Le joueur ne doit généralement pas traîner. Et il y a aussi la technologie qui évolue en permanence. Les jeux paraissent et puis s'effacent. Oubliés, ils ressortent quelques années plus tard, libérés du poids de l'évolution technologique et des contraintes économiques. Ainsi est né le retrogaming. Certains anciens jeux sont adaptés aux nouvelles technologies, souvent émulés sur les matériels du moment. Ils perpétuent leur jouabilité et leur charme. Les joueurs exigeants argueront que rien ne vaut la véritable machine et son support. C'est peut-être vrai. Dans tous les cas, l'immersion dans un retour vers le passé apporte bien du plaisir. **CE QU'EN PENSE LA CRITIQUE** Enfin une véritable histoire du jeu vidéo ! Manettes & Pixels est une chronologie qui prend bien en compte le jeu vidéo français, des machines et des jeux depuis les débuts dans les années 70. L'ouvrage apporte un éclairage qui touchera le lecteur, à la différence des nombreux ouvrages traduits, qu'ils soient américains ou japonais. - Silicium De cet ouvrage, une idée transpire, tout au long des pages : nous avons tous eu, à un

moment ou à un autre de notre vie, une console de jeux vidéo, et c'est toujours avec émotion et nostalgie que nous nous souvenons de nos premiers pas dans le 10e art. [...] Manettes & Pixels est tout simplement un incontournable, une nouvelle bible à posséder absolument ! - Level 1 À PROPOS DE L'AUTEUR Avril 1976, la chaleur du bitume se fait pesante à Los Angeles en sortant du taxi jaune. Il faut franchir quelques marches pour pénétrer dans l'immense hall de l'hôtel. La lumière cède le pas aux ombres des moquettes pourpres et moelleuses. Tout devient frais et silencieux. En attendant la clé de la chambre, le salon près du bar offre un îlot de gros fauteuils Chesterfield. La petite table cocktail de verre et de faux bois est très originale. Elle diffuse une lumière blafarde. René Speranza y découvre son premier jeu vidéo. Une balle rebondit seule, comme le battement d'un cœur artificiel qui attend un prétendant. « Insert a quarter to play ». L'invitation est tentante. Quelques pièces sont vite perdues pour tenter de maîtriser le geste. Comment imaginer dès lors qu'ils ont immortalisé un instant qui aurait dû rester anodin puis oublié. De quelle force le jeu vidéo imprègne-t-il la mémoire des joueurs ?

The A-Z of Sinclair ZX Spectrum Games: Volume 2 features reviews of three different games for each letter of the alphabet. The games range from the very earliest releases at the start of the eighties to the modern homebrew games of today. This book shows you just how diverse the library of titles is for the ZX Spectrum and how it became one of the popular computers of all time.

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