

# THE UNTOLD HISTORY OF JAPANESE GAME DEVELOPERS



# The Untold History Of Japanese Game Developers

**John Szczepaniak**



## **The Untold History Of Japanese Game Developers:**

The Untold History of Japanese Game Developers John Szczepaniak, Yusaku Yamamoto, 2014      The Untold History of Japanese Game Developers Szczepaniak, 2014      **The Untold History of Japanese Game Developers** John Szczepaniak, 2015-11-04 Detailed contents listing here [http://www.hardcoregaming101.net/books/the\\_untold\\_history\\_of\\_japanese\\_game\\_developers\\_volume\\_2/](http://www.hardcoregaming101.net/books/the_untold_history_of_japanese_game_developers_volume_2/) Nearly 400 pages and over 30 interviews with exclusive content on the history of Japanese games The origins of Hudson Masaya's epic robot sagas Nintendo's funding of a PlayStation RTS detailed history of Westone Entertainment and a diverse range of unreleased games Includes exclusive office layout maps design documents and archive photos In a world first something no other journalist has dared examine there's candid discussion on the involvement of Japan's yakuza in the industry Forewords by Retro Gamer founding editor Martyn Carroll and game history professor Martin Picard      *The Untold History of Japanese Game Developers Volume 3* John Szczepaniak, 2018-03-06

**The Untold History of Japanese Game Developers** John Szczepaniak, 2014      The Untold History of Japanese Game Developers S. M. G Szczepaniak, 2014-08-17 This book reveals more secrets about the history of Japanese games than ever before with 36 interviewees and exclusive archive photos Konami's secret games console the origin of Game Arts and Quintet unusual events at Telenet stories on Falcom politics behind Enix's game programming contests a tour of the Love de Lic and WARP offices with layout sketches Every interviewee is asked about unreleased titles Foreword by GAMESIDE magazine's editor in chief Yusaku Yamamoto Hitoshi YONEDA Japanese cover artist Falcom Sega Phantasy Star II cover Tatsuo NOMURA Google engineer 8 bit Maps working with Square Enix Dragon Quest Katsutoshi EGUCHI Life of Kenji Eno Real Sound for Saturn Bitmap Brothers Gods and Xenon 2 CESA and ratings Dreamcast creation Michael Nyman WARP Toru HIDAKA Enix programmer lecturer Kouichi Nakamura PC 88 code graphics music converting Ultima a changing industry Roy OZAKI Kouichi YOTSUI Mitchell Corp Capcom rare photos Pang and Bubble Buster Strider Cannon Dancer Gamshara Puzz Loop and Zuma Polarium Suzuki Bakuhatu Namco's System 10 board Nintendo Data East gangsters Masaaki KUKINO Konami and SNK office map unreleased games Haunted Castle aka Castlevania Asterix Crime Fighters Silent Scope King of Fighters Suikoden Chapter Yoshitaka Murayama Harry Inaba Jeremy Blaustein Casey Loe Konami's unreleased games console handheld difficulties of localisation Ryukushi07 Visual novels ero ge doujin Comiket Umineko Higurashi When They Cry Rose Gun Days Key Jun Maeda Kotaro UCHIKOSHI Visual novels Pepsiman Memories Off Never 7 Ever 17 Remember 11 EVE pressures of making erotic games 999 Virtue's Last Reward Danganronpa ZUN Touhou shooters PC 98 versus Windows office sketches Taito Bujingai PS2 bench marking Comiket doujin indie beer Yoshiro KIMURA Square Soft Romancing SaGa Rule of Rose Chulip Little King's Story Love de Lic office sketches Moon Lack of Love Kenichi Nishi Grasshopper rare art Kouji YOKOTA Telenet Falcom Game Arts Quintet rare photos Megami Tensei on FC and MSX ActRaiser Illusion of Gaia Gaias Lunar EB Valis history of Ys III Masaki Hashimoto Tomoyoshi Miyazaki Granstream Saga Jun Nagashima Falcom

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d tails l histoire de chaque pisode les ventes incommensurables de la s rie ou encore un almanach des jeux estampill s

DraQue Kaisermeister Sens Critique Un livre plein d anecdotes qui feront vibrer votre corde nostalgique et qui donne envie une fois termin de replonger dans l aventure neotsubasa Sens Critique C est une biographie tr s d taill e riche en anecdotes et bien romanc e Yuji Horii est un personnage fascinant au CV bien rempli et la gen se de la saga est tout aussi passionnante tel point que j ai parfois eu du mal d crocher Nixotane Sens Critique PROPOS DE L AUTEUR Daniel Andreyev is an author and journalist of Russian origin His career in video game journalism began twenty years ago during the golden years of video gaming with Player One Consoles and Animeland with a particular interest in Japan Having spent some time on translation he is now part of the New Games Journalism movement which places the player at the heart of the video game experience He produces the After Hate and Super Cin Battle podcasts He also trades memories with his friends in Gaijin Dash the Gamekult show on Japanese video games He is a fan of far too many things to list them all here But when he is not writing not watching a movie not reading comics and graphic novels not climbing mountains or exploring ruined buildings he might be cooking exercising or dreaming of one day owning a dog

**The Sega Arcade Revolution** Ken Horowitz, 2018-07-06 Long before it took the home video game console market by storm Sega was already an arcade powerhouse Parlaying its dominance in coin operated machines into the home video game boom of the 1980s the Japan based company soon expanded with branches in Europe and the U S and continues to lead the gaming industry in design and quality Drawing on interviews with former developers and hundreds of documents this history follows the rise of Sega from its electromechanical machines of the mid 1960s to the acquisition of Gremlin Industries to its 2003 merger with Sammy Corporation Sixty two of Sega s most popular and groundbreaking games are explored

**The History and Allure of Interactive Visual Novels** Mark Kretzschmar, Sara Raffel, 2023-06-15 Visual novels VNs a ludic video game genre that pairs textual fiction stories with anime like images and varying degrees of interactivity have increased in popularity among Western audiences in recent years Despite originating in Japan these stories have made their way into global culture as a genre accessible for both play and creation with wide ranging themes from horror and loneliness to sexuality The History and Allure of Interactive Visual Novels begins with a comprehensive overview of the visual novel genre and the cultural evolution that led to its rise then explains the tropes and appeal of subgenres like bishojo cute girl games detective games horror and eroge erotic games Finally the book explores the future of the genre in both user generated games and games from other genres that liberally borrow both narrative and ludological themes from visual novels Whether you re a long standing fan of the genre or a newcomer looking for a fresh experience The History and Allure of Interactive Visual Novels will provide an accessible and critically engaging overview of a genre that is rich in storytelling yet often overlooked

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