



Artcade: The Book of Classic Arcade Game Artwork

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Artcade: The Book of Classic Arcade Game Artwork From Bitmap Books Ltd

Gamers who cut their teeth in the arcades will love this trip down memory lane. *Artcade* is a unique collection of coin-op cabinet marquees, some dating back 40 years to the dawn of video gaming.

Originally acquired by Tim Nicholls from a Hollywood props company, this archive of marquees – many of which had suffered damage over time – have now been scanned and digitally restored to their former glory.

The full collection of classic arcade cabinet artwork is presented here for the first time in this stunning landscape hardback book, and accompanied by interviews with artists Larry Day and the late Python Anghelo.

Relive your mis-spent youth with artwork from dozens of coin-ops including Asteroid, Battlezone, Street Fighter II, Out Run, Moon Patrol, Gyruss, Q*Bert, Bubble Bobble and many more. Each marquee takes up a full double-page spread in the book, and is faithfully recreated using beautiful lithographic printing on the highest quality paper.

Tim has spent over a thousand hours assembling the high-resolution scans, restoring the images in Photoshop and color-correcting them back to their vibrant, as-new appearance. The results of all that hard work are now available as a lasting record of the amazing artwork that adorned the arcades during the golden era of coin-op video gaming.

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Editorial Review

About the Author

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Steve has over 30 years experience as a writer and video games journalist - working on and setting up some of the most well remembered video game magazines such as Edge, Total! Official PlayStation Magazine and Zzap!64.

Sam Dyer is the founder of Bitmap Books and designer of the books. His 15 years experience as a professional graphic designer and life-long love of video games are the driving force behind the business.

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