

Jacked The Outlaw Story Of Grand Theft Auto

From the cofounder of Square, an inspiring and entertaining account of what it means to be a true entrepreneur and what it takes to build a resilient, world-changing company
In 2009, a St. Louis glassblowing artist and recovering computer scientist named Jim McKevey lost a sale because he couldn’t accept American Express cards. Frustrated by the high costs and difficulty of accepting credit card payments, McKevey joined his friend Jack Dorsey (the cofounder of Twitter) to launch Square, a startup that would enable small merchants to accept credit card payments on their mobile phones. With no expertise or experience in the world of payments, they approached the problem of credit cards with a new perspective, questioning the industry’s assumptions, experimenting and innovating their way through early challenges, and achieving widespread adoption from merchants small and large. But just as Square was taking off, Amazon launched a similar product, marketed it aggressively, and undercut Square on price. For most ordinary startups, this would have spelled the end. Instead, less than a year later, Amazon was in retreat and soon discontinued its service. How did Square beat the most dangerous company on the planet? Was it just luck? These questions motivated McKevey to study what Square had done differently from all the other companies Amazon had killed. He eventually found the key: a strategy he calls the Innovation Stack. McKevey’s fascinating and humorous stories of Square’s early days are blended with historical examples of other world-changing companies built on the Innovation Stack to reveal a pattern of ground-breaking, competition-proof entrepreneurship that is rare but repeatable. The Innovation Stack is a thrilling business narrative that’s much bigger than the story of Square. It is an irrevrent first-person look inside the world of entrepreneurship, and a call to action for all of us to find the entrepreneur within ourselves and identify and fix unsolved problems—one crazy idea at a time.

The year is 1849. Young Jack Plagg sets out to recoup his Aunt Arabella’s fortune on a ship bound from Boston to the California gold fields. Thus begin the wild, swashbuckling adventures of a determined 12-year-old and his intrepid butler. Illustrations.

*Jacked The Outlaw Story of Grand Theft Auto*Wiley

Listening to pundits and politicians, you’d think that the relationship between violent video games and aggressive behavior in children is clear. Children who play violent video games are more likely to be socially isolated and have poor interpersonal skills. Violent games can trigger real-world violence. The best way to protect our kids is to keep them away from games such as Grand Theft Auto that are rated M for Mature. Right? Wrong. In fact, many parents are worried about the wrong things! In 2004, Lawrence Kutner, PhD, and Cheryl K. Olson, ScD, cofounders and directors of the Harvard Medical School Center for Mental Health and Media, began a \$1.5 million federally funded study on the effects of video games. In contrast to previous research, their study focused on real children and families in real situations. What they found surprised, encouraged and sometimes disturbed them: their findings conform to the views of neither the alarmists nor the video game industry boosters. In Grand Theft Childhood: The Surprising Truth about Violent Video Games and What Parents Can Do, Kutner and Olson untangle the web of politics, marketing, advocacy and flawed or misconstrued studies that until now have shaped parents’ concerns. Instead of offering a one-size-fits-all prescription, Grand Theft Childhood gives the information you need to decide how you want to handle this sensitive issue in your own family. You’ll learn when -- and what kinds of -- video games can be harmful, when they can serve as important social or learning tools and how to create and enforce game-playing rules in your household. You’ll find out what’s really in the games your children play and when to worry about your children playing with strangers on the Internet. You’ll understand how games are rated, how to make best use of ratings and the potentially important information that ratings don’t provide. Grand Theft Childhood takes video games out of the political and media arenas, and puts parents back in control. It also has required parents’ reading for all families who use game consoles and computers. Almost all children today play video or computer games. Half of twelve-year-olds regularly play violent, Mature-rated games. And parents are worried. . . . “I don’t know if it’s an addiction, but my son is just glued to it. It’s the same with my daughter with her computer...and I can’t be watching both of them all the time, to see if they’re talking to strangers or if someone is getting killed in the other room on the PlayStation. It’s just never-racking!” “I’m concerned that this game playing is just the kid and the TV screen...how is this going to affect his social skills?” “I’m not concerned about the violence. I’m concerned about the violence. I’m concerned about the violence. It’s not accidental; it’s intentional. They’re just out to kill people in some of these games.” What should we as parents, teachers and public policy makers be concerned about? The real risks are subtle and aren’t just about gore or sex. Video games don’t affect all children in the same way: some children are at significantly greater risk. (You may be surprised to learn which ones!) Grand Theft Childhood gives parents practical, research-based advice on ways to limit many of those risks. It also shows how video games -- even violent games -- can benefit children and families in unexpected ways. In this groundbreaking and timely book, Drs. Lawrence Kutner and Cheryl Olson cut through the myths and hysteria, and reveal the surprising truth about kids and violent games.

The creator of one of the most innovative and best-selling video games of all time gives an unvarnished look into the process in this one-of-a-kind compilation. Before Prince of Persia was a best-selling video game franchise and a Disney movie, it was an Apple II computer game created and programmed by one person, Jordan Mechner. Mechner’s candid and revealing journals from the time capture the journey from his parents’ basement to the forefront of the fast-growing 1980s video game industry... and the creative, technical, and personal struggles that brought the prince into being and ultimately into the homes of millions of people worldwide. Now, on the 30th anniversary of Prince of Persia’s release, Mechner looks back at the journals he kept from 1985 to 1993, offering new insights into the game that established him as a pioneer of cinematic storytelling in the industry. This beautifully illustrated and annotated collector’s edition includes: 300 pages of Jordan’s original journals, Present-day margin notations by Jordan adding explanation, context, and affectionate cartoons of real-life characters, Archival visuals illustrating the stages of the game’s creation, Work-in-progress sketches, rotoscoped animation, screen shots, interface design, memos, and more. A full-color 32-page “Legacy” section in which Jordan and fans share Prince of Persia memories from the past 30 years, including the Ubisoft games and Disney movie, The Making of Prince of Persia is both a tribute to a timeless classic, and an indelible look at the creative process that will resonate with retro-gaming fans, game developers, and writers, artists, and creators of all stripes.

Significant Zero

A Genius, a Con Man, and the Secret History of the Internet’s Rise

The Saint Sees It Through

Gods of Mischief

The Cursed Carnival and Other Colonialies

Danger, Pleasure, and Obsession on the Virtual Frontline

How Two Guys Created an Empire and Transformed Pop Culture

Mina loves video games. But when she gets zapped inside her favorite game, she’ll have to beat all the levels and defeat the fearsome cactus dragon to get out. Luckily, a friendly video game security guard is there to help. Wait, a video game security guard? Written by Tsuyoshi Kan, producer and narrator of Game Center CX (Retro Game Master), this English edition features a translation by the original illustrator and a special section about the book’s journey from Japan by the team behind Legends of Localization, including sketches, storyboards, interviews, and an annotated look at the original Japanese edition.

‘Stanton writes with terrific verve and precision . . . his understanding of the seductive pleasures of gaming takes us right to its heart.’ Maria Bustillos, Times Literary Supplement ‘The best overview book of the industry that I’ve read.’ Andrew Liptak, io9 From the first wood-paneled Pong machines in California to the masterpieces of engineering that now sit in countless homes all over the world, A Brief History of Video Games reveals the vibrant history and culture of interactive entertainment. Above all, this is a book about the games - how the experience of playing has developed from simple, repetitive beginnings into a cornucopia of genres and styles, at once utterly immersive and socially engaging. With full-colour illustrations throughout, it shows how technological advances have transformed the first dots and dashes of bored engineers into sophisticated, responsive worlds that are endlessly captivating. As thrilling and surprising as the games it describes, this is an indispensable read for anyone serious about the business of having fun. A Pulitzer Prize-winning intelligence reporter presents a narrative account of a mysterious Jordanian agent that describes how he infiltrated both al-Qaeda and the CIA before killing himself and seven CIA operatives in a suicide bombing, an event that revealed sobering agency weaknesses. Reprint.

Valerie’s life is pretty good. While she’s not the most popular girl in school, she does have decent grades, great friends, and a potential boyfriend. All a girl could want. Then her mother announces that (1) she’s gay, and (2) she’s leaving Valerie’s dad for her girlfriend. Not what Valerie envisioned for her future. And just when Valerie is getting over this bombshell, her father tells her he’s gotten a new job as protocol chief for the royal family of some obscure European country. Valerie’s world has come unglued. She can’t go back to Virginia with her mom and her über-organized, veggie-burger-eating girlfriend, or go with her dad, leaving everything she knows for some place she’s never heard of. Valerie opts to go, and quickly discovers that it was a mistake -- until she meets the prince, and all bets are off!

From the bestselling author of Blood, Sweat, and Pixels comes the next definitive, behind-the-scenes account of the video game industry: how some of the past decade’s most renowned studios fell apart—and the stories, both triumphant and tragic, of what happened next. Jason Schreier’s groundbreaking reporting has earned him a place among the preeminent investigative journalists covering the world of video games. In his eagerly anticipated, deeply researched new book, Schreier trains his investigative eye on the volatility of the video game industry and the resilience of the people who work in it. The business of videogames is both a prestige industry and an opaque one. Based on dozens of first-hand interviews that cover the development of landmark games—BioShock Infinite, Epic Mickey, Dead Space, and more—on to the shocking closures of the studios that made them, Press Reset tells the stories of how real people are affected by game studio shutdowns, and how they recover, move on, or escape the industry entirely. Schreier’s insider interviews cover hostile takeovers, abusive bosses, corporate drama, bounced checks, and that one time the Boston Red Sox’s Curt Schilling decided he was going to lead a game studio that would take out World of Warcraft. Along the way, he asks pressing questions about why, when the video game industry is more successful than ever, it’s become so hard to make a stable living making video games—and whether the business of making games can change before it’s too late.

Building an Unbeatable Business One Crazy Idea at a Time

Nine Minutes

Austin Conrad Thriller #2

Ruin and Recovery in the Video Game Industry

The Outlaw Story of Grand Theft Auto

I’m Stuck in a Video Game

The Surprising Truth About Violent Video Games and What Parents Can Do

Explains and examines the range of property offences enacted in the Theft Acts of 1968 and 1978. Starting with the offences of theft itself, the book goes on to consider offences of deception before dealing with the remaining offences.

Relates the undercover work of George Rowe, who infiltrated the Vagos motorcycle gang, spending three years working to take down the gang from the inside.

In the decade after World War II, one entrepreneurial family helped thousands of people buy into the American dream of owning a home, not just any home, but a good one, with all the modern conveniences. The Levitts—two brothers, William and Alfred, and their father, Abe—pooled their talents in land use, architecture, and sales to create story book town with affordable little houses. They laid out the welcome mat, but not to everyone. Levittown had a whites-only policy. This is the story that unfolded in Levittown, PA, one unseasonably hot summer in 1957 on a quiet street called Deepgreen Lane. There, a white Jewish Communist family named Wechsler secretly arranged for a black family, the Myers, to buy the little pink house next door. What followed was an explosive summer of violence that would transform their lives, and the nation. It would lead to the downfall of a titan, and the integration of the most famous suburb in the world. It’s a story of hope and fear, invention and rebellion, and the power that comes when ordinary people take an extraordinary stand.

The Saint is in New York, on the trail of drug smuggling, dead bodies, and a singer who has the misfortune to work at a club owned by the loathsome Cooke.

If you think a game of real-life-geeks can’t take on the world and win big . . . think again. And whatever you do, don’t sit down across a gaming table from Jon Finkel, better known as Jonny Magic. Jonny Magic and the Card Shark Kids is his amazing true story: the jaw-dropping, zero-to-hero chronicle of a fat, friendless boy from New Jersey who found his edge in a game of cards—and turned it into a fortune. The ultimate bully-magnet, Finkel grew up heckled and hazed until destiny came in the form of a trading-card game called Magic: The Gathering. Magic exploded from nerdy obsession to mainstream mania and made the teenage Finkel an ultracool world champion. Once transformed, this young shark stormed poker rooms from the underground clubs of New York City to the high-stakes tables online, until he landed on the largest card-counting blackjack team in the country. Taking Vegas for millions, Finkel’s squad of brainy games became the biggest players in town. Then they took on the town’s biggest game, the World Series of Poker, and walked away with more than \$3.5 million. Thrilling, edgy, and ferociously feel-good, the odyssey of these underdogs-turned-overlords is the stuff of pop-culture legend. And David Kushner, acclaimed author of Masters of Doom, masterfully deals out the outrageous details while bringing to life a cast of characters rife with aces, kings, knaves . . . and more than a few jokers. If you secretly believe every player has his day, you’re right. Here’s the proof.

The Players Ball

Journals 1985 - 1993

The Essential Introduction

How books, movies, and music inspired the creator of Death Stranding and Metal Gear Solid

The Triple Agent

The Creative Gene

Management in the World of Competitive Gaming

Three royally romantic, continuous stories in one great bind-up! In Royally Jacked, Valerie opts to move to Europe with her dad after her parents split. At first she fears she’s made a horrible mistake—until she meets Prince Georg, and all bets are off! In Spin Control, Valerie can’t believe a prince is her first real boyfriend—until he dumps her! Or he may as well have, because while they’re “taking some space,” Valerie visits her mom back in the U.S. and ends up reconnecting with her hometown crush. David might not be a prince, but can he take her mind off Georg? As Valerie learns in Do-Over, there’s no substitute for the real royal thing. Back in Scherwinborg, she’s hoping there are still some sparks flying with Georg. Things are looking good—until a ski trip to the Alps has their romance hitting some mogns. Could Val’s love life be heading for a face-plant?

The notorious Rattlers motorcycle club didn’t have an official exit policy. So Austin Conrad made up his own when he decided to get the hell out. Now he’s the target of the MC’s ruthless president, who’s hell-bent to silence Austin to keep his own dark secrets buried. Set along the back roads of southern California’s Mojave Desert, the story comes to its thrilling climax among the abandoned ghost town of Amboy. When Austin is waylaid by a crew of murderous thugs from a rogue faction of the club, the hunters become the hunted, and learn the hard way that there’s more to Austin than motorcycles and petty crime. No Time To Bleed is the action-packed debut from author Dusty Sharp. This novella-length story provides a quick introduction to anti-hero Austin Conrad, and sets the stage for further adventure and mayhem. Warning: contains violence , profanity and irreverence, in equal measure.

Visited one morning by a dimension-hopping artificial intelligence named Hans, Paul Girard is given the ability to jump instantly to any world he can envision. But without truly knowing himself, Paul soon discovers that framing a wish that gets the expected results is not as easy as it first appears. Paul races across bizarre dimensions in search for happiness, love, wealth, status and the answer to the ontological pickle until the only exit is death. And then his adventures really begin--Cover p. [4].

What makes video games so compelling, comforting and irresistible to the human mind?

Masters of Doom is the amazing true story of the Lennon and McCartney of video games: John Carmack and John Romero. Together, they ruled big business. They transformed popular culture. And they provoked a national controversy. More than anything, they lived a unique and rollicking American Dream, escaping the broken homes of their youth to co-create the most notoriously successful game franchises in history—Doom and Quake—until the games they made tore them apart. Americans spend more money on video games than on movie tickets. Masters of Doom is the first book to chronicle this industry’s greatest story, written by one of the medium’s leading observers. David Kushner takes readers inside the rags-to-riches adventure of two rebellious entrepreneurs who came of age to shape a generation. The vivid portrait reveals why their games are so violent and why their immersion in their brilliantly designed fantasy worlds offered them solace. And it shows how they channeled their fury and imagination into products that are a formative influence on our culture, from MTV to the Internet to Columbine. This is a story of friendship and betrayal, commerce and artistry—a powerful and compassionate account of what it’s like to be young, driven, and wildly creative. “To my taste, the greatest American myth of cosmogenesis features the maladjusted, antisocial, genius teenage boy who, in the insular laboratory of his own bedroom, invents the universe from scratch. Masters of Doom is a particularly inspired rendition. Dave Kushner chronicles the saga of video game virtuosi Carmack and Romero with terrific brio. This is a page-turning, mythopoetic cyber-soap opera about two glamorous geek geniuses—and it should be read while scarfing down pepperoni pizza and swilling Diet Coke, with Queens of the Stone Age cranked up all the way.”—Mark Leyner, author of I Smell Esther Williams

By the Great Horn Spoon!

Console Wars

Press Reset

The Quest for Art, Entertainment, and Big Bucks in the Videogame Revolution

Rise of the Videogame Zinesters

Masters of Doom

New Stories About Mythic Heroes

Ever since he was a child, Metal Gear Solid and Death Stranding creator Hideo Kojima was a voracious consumer of movies, music, and books. They ignited his passion for stories and storytelling, and the results can be seen in his groundbreaking, iconic video games. Now the head of independent studio Kojima Productions, Kojima’s enthusiasm for entertainment media has never waned. This collection of essays explores some of the inspirations behind one of the titans of the video game industry, and offers an exclusive insight into one of the brightest minds in pop culture. -- VIZ Media

The global phenomenon of eSports has experienced exponential growth in recent years, gaining interest from the media, sports and technology industries. Being born digital, global and agile, competitive gaming appeals to a young and emerging audience, and therefore the management of businesses within the eSports industry requires a unique strategy. Presenting a short history of the industry and an overview of its various stakeholders, the author explores how important governing principles have emerged to culminate in a business model network. An insightful read for scholars researching innovation, eBusiness and strategy, this book takes a pioneering approach and examines potential implications for the future of eSports.

Ranges from the hackers at MIT in the 1960s to professional “cyberathletes.” In an up-close and personal look at the egos, battles, and one-upmanship of the mavericks, gamers, and geeks behind the videogame revolution. Reprint.

Writing game designer Joe Pickett encounters bad behavior on his own turf—only to have the FBI and the DOJ ask him to stand down—in the thrilling new novel from #1 New York Times bestselling author C.J. Box. The good news is that Joe Pickett has his job back, after his last adventure in The Disappeared. The bad news is that he’s come to learn that a drone is killing wildlife—and the drone belongs to a mysterious and wealthy man whose son is dating Joe’s own daughter, Lucy. When Joe tries to lay down the rules for the drone operator, he’s asked by the FBI and the DOJ to stand down, which only makes him more suspicious. Meanwhile, bodies are piling up in and around Joe’s district in shocking numbers. He begins to fear that a pack of four vicious killers working on behalf of the Sinolac cartel known as the Wolf Pack has arrived. Their target seems to be the mystery man and everyone—including Joe, Nate, and others—who is associated with him. Teaming up with a female game warden (based on a real person, one of the few female game wardens at work in Wyoming today) to confront these assassins, Joe finds himself in the most violent and dangerous predicament he’s ever faced.

“The finest book on video games yet. Simon Parkin thinks like a critic, conjures like a novelist, and writes like an artist at the height of his powers—which, in fact, he is.”—Tom Bissell, author of Extra Lives: Why Video Games Matter On January 31, 2012, a twenty-three-year-old student was found dead at his keyboard in an internet café while the video game he had been playing for three days straight continued to flash on the screen in front of him. Trying to reconstruct what had happened that night, investigative journalist Simon Parkin would discover that there have been numerous other incidents of “death by video game.” And so begins a journey that takes Parkin around the world in search of answers: What is it about video games that intensifies and even exacerbates bad behavior? Why do we so thoroughly lose our sense of time and reality within this medium? How in the world can people play them . . . to death? In Death by Video Game, Parkin examines the medical evidence and talks to the experts to determine what may be happening, and introduces us to the players and game developers at the frontline of virtual extremism: the New York surgeon attempting to break the Donkey Kong world record . . . the Minecraft player three years into an epic journey toward the edge of the game’s vast virtual world . . . the German hacker who risked prison to discover the secrets behind Half-Life 2 . . . Riveting and wildly entertaining, Death by Video Game will change the way we think about our virtual playgrounds as it investigates what it is about them that often proves compelling, comforting, and irresistible to the human mind—except for when it’s not.

The Innovation Stack

Jonny Magic and the Card Shark Kids

The Triumphant, Turbulent Stories Behind How Video Games Are Made

Jacked

Royally Crushed

Outlaw Red

Sega, Nintendo, and the Battle that Defined a Generation

Understanding Video Games is a crucial guide for newcomers to video game studies and experienced game scholars alike. This revised and updated third edition of the pioneering text provides a comprehensive introduction to the field of game studies, and highlights changes in the gaming industry, advances in video game scholarship, and recent trends in game design and development—including mobile, casual, educational, and indie gaming. In the third edition of this textbook, students will: Learn the major theories and schools of thought used to study games, including ludology and narratology; Understand the commercial and organizational aspects of the game industry; Trace the history of games, from the board games of ancient Egypt to the rise of mobile gaming; Explore the aesthetics of game design, including rules, graphics, audio, and time; Analyze the narrative strategies and genre approaches used in video games; Consider the debate surrounding the effects of violent video games and the impact of “serious games.” Featuring discussion questions, recommended games, a glossary of key terms, and an interactive online video game history timeline, Understanding Video Games provides a valuable resource for anyone interested in examining the ways video games are reshaping entertainment and society.

Inside the making of a videogame that defined a generation: Grand Theft Auto Grand Theft Auto is one of the biggest and most controversial videogame franchises of all time. Since its first release in 1997, GTA has pioneered the use of everything from 3D graphics to the voices of top Hollywood actors and repeatedly transformed the world of gaming. Despite its incredible innovations in the \$75 billion game industry, it has also been a lightning rod of debate, spawning accusations of ethnic and sexual discrimination, glamorizing violence, and inciting real-life crimes. Jacked tells the turbulent and mostly unknown story of GTA’s wildly ambitious creators, Rockstar Games, the invention and evolution of the franchise, and the cultural and political backlash it has provoked. Explains how British prep school brothers Sam and Dan Houser took their dream of fame, fortune, and the glamor of American pop culture and transformed it into a worldwide videogame blockbuster Written by David Kushner, author of Masters of Doom and a top journalist on gaming, and drawn from over ten years of interviews and research, including firsthand knowledge of Grand Theft Auto’s creators and detractors Offers inside details on key episodes in the development of the series, including the financial turmoil of Rockstar games, the infamous “Hot Coffee” sex mini-game incident, and more Whether you love Grand Theft Auto or hate it, or just want to understand the defining entertainment product of a generation, you’ll want to read Jacked and get the real story behind this boundary-pushing game.

NATIONAL BESTSELLER “The stories in this book make for a fascinating and remarkably complete pantheon of just about every common despair and every joy related to game development.” -- Rami Ismail, cofounder of Vlambeer and developer of Nuclear Throne Developing video games—hero’s journey or fool’s errand? The creative and technical logistics that go into building today’s hottest games can be more harrowing and complex than the game themselves, often seeming like an endless maze of a bottomless abyss. In Blood, Sweat, and Pixels, Jason Schreier takes readers on a fascinating odyssey of strategy and genre approaches used in video games; Consider the debate surrounding the effects of violent video games and the impact of “serious games.” Featuring discussion questions, recommended games, a glossary of key terms, and an interactive online video game history timeline, Understanding Video Games provides a valuable resource for anyone interested in examining the ways video games are reshaping entertainment and society.

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Auto: San Andreas (GTA:SA). Part One of the book discusses the fears, lawsuits, legislative proposals, and other public reactions to Grand Theft Auto, detailing the conflict between the developers of adult oriented games and various new forms of censorship. Depictions of race and violence, the pleasure of the carnivalistic gameplay, and the significance of sociopolitical satire in the series are all important elements in this controversy. It is argued that the general perception of digital changed fundamentally following the release of Grand Theft Auto III. The second section of the book approaches the games as they might be studied absent of the controversy. These essays study why and how players meaningfully play Grand Theft Auto games, reflecting on the elements of daily life that are represented in the games. They discuss the connection between game space and real space and the many ways that players mediate the symbols in a game with their minds, computers, and controllers.

How Freaks, Normals, Amateurs, Artists, Dreamers, Drop-outs, Queers, Housewives, and People Like You Are Taking Back an Art Form

Son of Big Red

Hooker

Death by Video Game

A Brief History Of Video Games

Two Families, One Tycoon, and the Fight for Civil Rights in America's Legendary Suburb

Tales of Obsession from the Virtual Frontline