Super Paper Mario Games

Vintage Games explores the most influential videogames of all time, including Super Mario Bros., Grand Theft Auto III, Doom, The Sims and many more. Drawing on interviews as well as the authors' own lifelong experience with videogames, the book discusses each game's development, predecessors, critical reception, and influence on the industry. It also features hundreds of full-color screenshots and images, including rare photos of game boxes and other materials. Vintage Games is the ideal book for game enthusiasts and professionals who desire a broader understanding of the history of videogames and their evolution from a niche to a global market.

How uncertainty in games—from Super Mario Bros. to Rock/Paper/Scissors—engages players and shapes play experiences. In life, uncertainty surrounds us. Things that we thought were good for us turn out to be bad for us (and vice versa); people we thought we knew well behave in mysterious ways; the stock market takes a nosedive. Thanks to an inexplicable optimism, most of the time we are fairly cheerful about it all. But we do devote much effort to managing and ameliorating uncertainty. Is it any wonder, then, asks Greg Costikyan, that we have taken this aspect of our lives and transformed it culturally, making a series of elaborate constructs that subject us to uncertainty but in a fictive and nonthreatening way? That is: we create games. In this concise and entertaining book, Costikyan, an award-winning game designer, argues that games require uncertainty to hold our interest, and that the struggle to master uncertainty is central to their appeal. Game designers, he suggests, can harness the idea of uncertainty to guide their work. Costikyan explores the many sources of uncertainty in many sorts of games—from Super Mario Bros. to Rock/Paper/Scissors, from Monopoly to CityVille, from FPS Deathmatch play to Chess. He describes types of uncertainty, including performative uncertainty, analytic complexity, and narrative anticipation. And he suggest ways that game designers who want to craft novel game experiences can use an understanding of game uncertainty in its many forms to improve their designs.

Experience the zany world of Super Mario through manga! Join Mario and pals in crazy adventures inspired by the hit video games! In this collection of short stories, Mario and Luigi go on adventures that showcase the fan-favorite characters of the Mario world in new, unconventional and hilarious ways. This compilation, handpicked from years of Mario comics in Japan, has never been available in English—until now!

The bestselling video games annual is back! Bursting with mind-blowing records and tantalizing trivia, the Guinness World Records 2016: Gamer's Edition is a must-have for any gaming fan. Whether you're all about the latest first-person shooter, an app aficionado, an MMO master, or a die-hard retro gamer, you'll find show-stopping records, top 10 roundups, quick-fire facts and stats, and hundreds of amazing new images from all your favorite games. What's more, brand new for this year's book is a dedicated section just for Minecraft fans, with a mega-showcase of the greatest construction records, in-game tips and lots more blocky goodness. Plus, discover which tech milestones have been smashed in the last year - in both software and hardware, get all the insider secrets from industry experts, and marvel at the players who have leveled up to the very top of the leaderboards. Think you can challenge the current champions? Look inside to see how to break your very own record! Guinness World Records: Gamer's Editions have sold a whopping 3+ million copies. Find out for yourself why it's a game-changer!

The Chalk Artist

Essays on Play and Affection

Paper Mario

1,000+ Arcade, Console and Computer Games, 1962-2012, 2d ed.

Codename Revolution

101 Video Games to Play Before You Grow Up

Ideal for Super Mario fans of all ages, this full-color activity book featuring Mario, Luigi, Princess Peach, and all their friends from the Mushroom Kingdom of the classic Nintendo video game contains more than 800 stickers. Consumable.

This encyclopedia collects and organizes theoretical and historical content on the topic of video games, covering the people, systems, technologies, and theoretical concepts as well as the games themselves. * More than 300 A-Z cross-referenced and integrated entries, from Atari to Zelda * Dozens of screenshots and photographs * A "Further Reading" bibliography section is included with many entries

* Exclusive maps for every world. Every map was created for this guide, you won't find them anywhere else! * Locations for every Star Coin! * Super strategies for tricky levels so you find every nook and cranny! * Full details to unlock every World! * Tips for party play. Get your friends in the game for endless fun! * Exclusive poster!

Presents a game guide to Super Paper Mario, which reveals the locations of all treasure maps and includes strategies for reducing all monsters to paper tigers and recipe lists for cooking the best items.

Encyclopedia of Play in Today's Society

New Super Mario Bros. Wii

Gaming and Textual Strategies

Game Love

The Origami King: The Complete Guide, Walkthrough, Tips and Hints to Become a Pro Player

Debugging Game History

Wide Ruled Notebook. Size: 6 inches x 9 inches. 55 sheets (110 pages for writing). Paper Mario. 15841065983. TAGs: paper mario, thousand year door, crystal stars, crystal star, mario, luigi, super mario, vivian, koops, flurry, goombella, yoshi, bobbery, shadow queen, peach, super paper mario, nintendo, gamecube, video games, sprite

What does love have to do with gaming? As games have grown in complexity, they have increasingly included narratives that seek to engage players with love in a variety of ways. While media attention often focuses on violent emotions and behavior in gaming, love has always been central to the experience. We love to play games, we have titles that we love, and sometimes we love too much or love terrible games for their shortcomings. Love in gaming is rather like love in life—often complicated and frustrating but also exciting and gratifying. This collection of fresh essays explores the meaning and role of love in gaming, describing a number of ways—from coding to cosplay—in which love can be expressed in, for and around games. Investigating how gaming involves love is also key to understanding the growing importance of games and gamers as cultural markers.

GameAxis Unwired is a magazine dedicated to bring you the latest news, previews, reviews and events around the world and close to you. Every month rain or shine, our team of dedicated editors (and hardcore gamers!) put themselves in the line of fire to bring you news, previews and other things you will want to know.

Do you enjoy playing video games? Are you familiar with all the characters from the various games and the fantasy worlds they inhabit? Could you answer questions about them and gaming in general? If so, the time has come to find out well you really know your favourite pastime. Which Nintendo console makes a Mario coin collect noise when turned on? Where does the name 'SEGA' come from? What is the default character name in GTA: London, 1969? If you think you know, check out the answers to these questions and more in this new book. Containing 1,200 questions on franchises like Mario and Final Fantasy, and genres such as first-person shooters and fighting games, covering the best, the worst, and the strangest games from around the world, this book will appeal to gamers of all ages. Each subject has 60 questions split into three difficulty settings, just like a video game! If you think you know all about gaming, you won't want to miss out on The Video Game Quiz Book.

Color Splash
Uncertainty in Games
Notebook
The Book of Games
An Insider Look at the History of Grand Theft Auto, Super Mario, and the Most Influential Games of All Time
Ludotopia

"Explores more than one hundred of the latest and most exciting video games, providing information of great interest to gamers and parents. Sorted by genre, each game is presented on a two-page spread including an informative game summary with challenges and hints, a description of key gameplay activities, average game score, parental age information and game complexity. Nine illustrative screen shots show the game in action; and if you like what you see, check out the list of similar games at the bottom of each page"--Publisher's website (viewed April 21, 2008).

This book argues that games offer a means of coming to terms with a world that is being transformed by digital technologies. As blends of software and fiction, videogames are uniquely capable of representing and exploring the effects of digitization on day-to-day life. By modeling and incorporating new technologies (from artificial intelligence routines and data mining techniques to augmented reality interfaces), and by dramatizing the implications of these technologies for understandings of identity, nationality, sexuality, health and work, games encourage us to playfully engage with these issues in ways that traditional media cannot.?

Welcome to Super Mario 3D All Stars! This game has plenty of things for you to find, collect and complete. Relive three of Mario's greatest adventures with Super Mario 3D All-Stars! Optimized versions of Super Mario 64, Super Mario Sunshine and Super Mario Galaxy are all included in this package. In addition to having higher resolutions than their original versions, the games have been optimized for a smooth gameplay experience on Nintendo Switch. Super Mario 3D All-Stars also includes an in-game music-player mode to play the music and songs from all three games. Players can also listen to music on their Nintendo Switch systems when the screen is off.Join Mario as he ushers in a new era of video games, defying gravity across all the planets in the galaxy. When some creature escapes into space with Princess Peach, Mario gives chase, exploring bizarre planets all across the galaxy. Since he's in space, Mario can perform mind-bending jumps unlike anything he's done before.Our Paper Mario: The Origami King guide features detailed walkthroughs of each level along with collectible locations and the best tips and strategies. . Happy playing!

Queerness in Play examines the many ways queerness of all kinds—from queer as 'LGBT' to other, less well-covered aspects of the queer spectrum—intersects with games and the social contexts of play. The current unprecedented visibility of queer creators and content comes at a high tide of resistance to the inclusion of those outside a long-imagined cisgender, heterosexual, white male norm. By critically engaging the ways games—as a culture, an industry, and a medium—help reproduce limiting binary formations of gender and sexuality, Queerness in Play contributes to the growing body of scholarship promoting more inclusive understandings of identity, sexuality, and games.

Nintendo Power
GameAxis Unwired
Super Mario Bros. , Super Mario Bros. 2, Super Mario Bros. 3, Super Mario World, Super Mario Bros
A Clinician's Guide
Super Mario Encyclopedia: The Official Guide to the First 30 Years

The Meaning of Video Games

The platformer is one of the most well-loved video game genres ever, having entertained players for over 40 years. Jumping For Joy is a celebration of everything platform games have to offer, spanning their entire history. The first part of the book is a complete guide to every platform game starring Mario, Nintendo's mascot and the most popular video game character of all time. With nearly 80 games featured in this section, it's the definitive history of a true gaming hero. There are always two sides to every story, though, so the second part of the book focuses on every one of the 50+ platformers starring Sonic the Hedgehog, Mario's former rival. After this it's the book's main course: a huge 100-page section detailing 50 other iconic and notable platform games covering the entire history of gaming, from the days of the Atari 2600 and ZX Spectrum all the way up to the Nintendo Switch, PS5 and Xbox Series X/S. Whether you're a long-time veteran of platform gaming or a newcomer who wants to learn more about one of the most entertaining genres in video games, this is the perfect book for you. And there are some bad jokes in there too, if that's your thing.

Where do computer games »happen«? The articles collected in this pioneering volume explore the categories of »space«, »place« and »territory« featuring in most general theories of space to lay the groundwork for the study of spatiality in games. Shifting the focus away from earlier debates on, e.g., the narrative nature of games, this collection proposes, instead, that thorough attention be given to the tension between experienced spaces and narrated places as well as to the mapping of both of these.

Selected as an Outstanding Academic Title by Choice Magazine, January 2010 The Encyclopedia of Play: A Social History explores the concept of play in history and modern society in the United States and internationally. Its scope encompasses leisure and recreation activities of children as well as adults throughout the ages, from dice games in the Roman empire to video games today. As an academic social history, it includes the perspectives of several curricular disciplines, from sociology to child psychology, from lifestyle history to social epidemiology. This two-volume set will serve as a general, non-technical resource for students in education and human development, health and sports psychology, leisure and recreation studies and kinesiology, history, and other social sciences to understand the importance of play as it has developed globally throughout history and to appreciate the affects of play on child and adult development, particularly on health, creativity, and imagination.

Paper Mario: The Origami King arrives on the Nintendo Switch with another cast of colorful characters and grand worlds. This particular entry features a new ring based battle system and the reintroduction of partners. Levels are more open than recent entries and each area has plenty of collectibles like hidden Toads, not-bottomless holes, collectible treasures, question blocks, trophies, accessories, MAX UP Hearts, and more.Our Paper Mario: The Origami King guide features detailed walkthroughs of each level along with collectible locations and the best tips and strategies. Happy playing!

Super Mario Official Sticker Book (Nintendo)

Queerness in Play

Including Every Mario and Sonic Platformer

The unofficial must-play video game list for kids

Super Mario 3D All Stars Game Guide

1,200 Questions on Video Games

Super Paper MarioPrima Official Game Guide

Reach for the Stars ·Find all 120 stars that unlock the super-secret ending. ·We shine the light on every hidden star in the cosmos with a complete star checklist. ·Full-color maps give you the layout of the galaxy before you even blast off. ·Clothes make the Mario--all of the hero's newest suits detailed. ·Locate tons of hidden 1-Up Mushrooms to keep Mario in action. ·Giant glow-in-the-dark poster included! ·Special concept art. ·A signed note from Mr. Shigero Miyamoto!

Essays discuss the terminology, etymology, and history of key terms, offering a foundation for critical historical studies of games. Even as the field of game studies has flourished, critical historical studies of games have lagged behind other areas of research. Histories have generally been fact-by-fact chronicles; fundamental terms of game design and development, technology, and play have rarely been examined in the context of their historical, etymological, and conceptual underpinnings. This volume attempts to "debug" the flawed historiography of video games. It offers original essays on key concepts in game studies, arranged as in a lexicon—from "Amusement Arcade" to "Embodiment" and

"Game Art" to "Simulation" and "World Building." Written by scholars and practitioners from a variety of disciplines, including game development, curatorship, media archaeology, cultural studies, and technology studies, the essays offer a series of distinctive critical "takes" on historical topics. The majority of essays look at game history from the outside in; some take deep dives into the histories of play and simulation to provide context for the development of electronic and digital games; others take on such technological components of games as code and audio. Not all essays are history or historical etymology—there is an analysis of game design, and a discussion of intellectual property—but they nonetheless raise questions for historians to consider. Taken together, the essays offer a foundation for the emerging study of game history. Contributors Marcelo Aranda, Brooke Belisle, Caetlin Benson-Allott, Stephanie Boluk, Jennifer deWinter, J. P. Dyson, Kate Edwards, Mary Flanagan, Jacob Gaboury, William Gibbons, Raiford Guins, Erkki Huhtamo, Don Ihde, Jon Ippolito, Katherine Isbister, Mikael Jakobsson, Steven E. Jones, Jesper Juul, Eric Kaltman, Matthew G. Kirschenbaum, Carly A. Kocurek, Peter Krapp, Patrick LeMieux, Henry Lowood, Esther MacCallum-Stewart, Ken S. McAllister, Nick Monfort, David Myers, James Newman, Jenna Ng, Michael Nitsche, Laine Nooney, Hector Postigo, Jas Purewal, Reneé H. Reynolds, Judd Ethan Ruggill, Marie-Laure Ryan, Katie Salen Tekinba?, Anastasia Salter, Mark Sample, Bobby Schweizer, John Sharp, Miguel Sicart, Rebecca Elisabeth Skinner, Melanie Swalwell, David Thomas, Samuel Tobin, Emma Witkowski, Mark J.P. Wolf
101 Video Games to Play Before You Grow Up is the unofficial guide for the best video games every gamer needs to try! How many have you played? Each page in this interactive handbook offers behind-the-scenes tidbits and trivia about the games that belong on your bucket list, along with parental rating guidelines, series background information, and storyline previews. Gamers can record their personal ratings of each series as they play their way through the list, making notes and critiquing the best and worst parts of each game. All different types of video games are featured, including adventure, puzzle, platform, racing, and role-playing games. Both gaming newbies and more experienced players will love learning about the best games out there, and checking games off the list as they play them. Plus 101 Video Games to Play Before You Grow Up is the perfect way to discover new genres to explore next. This guide book features games for just about every console from 1985 to today. No matter what system you have, this handy guide will help parents and kids alike choose the next best game to play.
Guinness World Records 2016 Gamer's Edition
Paper Mario Wide Ruled , Journal for Writing, Size 6 X 9 , 110 Pages
Working with Video Gamers and Games in Therapy
A Novel
Encyclopedia of Video Games: A-L
Prima Official Game Guide

Please note that the content of this book primarily consists of articles available from Wikipedia or other free sources online. Pages: 57. Chapters: Super Mario Bros., Super Mario Bros. 2, Super Mario Bros. 3, Super Mario World, Super Mario Bros.: The Lost Levels, Super Mario World 2: Yoshi's Island, Super Mario 64, Super Mario Sunshine, Super Mario Land, Super Mario Land 2: 6 Golden Coins, Super Mario Galaxy, Super Mario Galaxy 2, Donkey Kong, New Super Mario Bros. Wii, Super Paper Mario, LCD games in the Mario series, Mario vs. Donkey Kong 2: March of the Minis, Super Mario Bros. X, Wrecking Crew, Mario vs. Donkey Kong: Minis March Again!, Mushroom Kingdom Fusion, BS Super Mario USA Power Challenge, Mario vs. Donkey Kong: Mini-Land Mayhem!, Mario Bros. II. Excerpt: Super Mario Galaxy S p Mario Gyarakush) is a 3D platform game developed by Nintendo EAD Tokyo and published by Nintendo for the Wii. It was released in most regions in November 2007, and is the third 3D original platformer in the Mario series, after Super Mario 64 and Super Mario Sunshine. The game follows the protagonist, Mario, on a quest to rescue Princess Peach from the game's primary antagonist, Bowser. Levels are galaxies filled with minor planets and worlds, while gameplay is updated with gravity effects and new power-ups. Super Mario Galaxy was first shown at E3 2006 and enjoyed a high level of pre-release awareness. The game has been hailed by several gaming websites as one of the best video games of all time and has won a BAFTA. GameRankings lists the game as the best reviewed Wii game and the second best reviewed game of all time. The game is the ninth best selling Wii game worldwide with sales of over 8.84 million. The sequel, Super Mario Galaxy 2, was announced at E3 2009, and was first released in May 2010. Super Mario Galaxy is set in outer space, where Mario travels from galaxy to galaxy in order to collect Power Stars, which are earned by completing galaxies or defeating... PLAY YOUR CARDS RIGHT! Prism Island's color is being drained, so it all comes down to Mario and Huey to save the island! > In-depth tutorial on getting every Paint Star in the game! > Discover all secret locations where Luigi is hiding! > Tips for finding EVERY Rescue Squad Toad! > Information on sidequests and post-game adventures!

Super Mario Adventures, inspired by the bestselling Super Mario video game franchise, is a collection of comics that originally ran in Nintendo Power magazine in 1992-93. The peril-plagued Princess Toadstool is kidnapped by the diabolical deadbeat Bowser but super plumbers Mario and Luigi hatch a plan with their new friend Yoshi to rescue her. Are the Super Mario Bros' plans a pipe dream? Can they stop the Koopa King before he forces the Princess to be his bride?!

Long out of print, this stunning, full-color graphic novel is now available once again!

"The Video Games Guide is the world's most comprehensive reference book on computer and video games. Each game entry includes the year of release, the hardware it was released on, the name of the developer/publisher, a one to five star quality rating, and a descriptive review of the game itself"--Provided by publisher.

Super Mario Little Golden Book (Nintendo)

An Illustrated, Practical Guide with Tips & Tricks

Super Mario: The Big Coloring Book (Nintendo)

Super Paper Mario

A Critical Lexicon

The Video Games Guide

The definitive story of the rise of Nintendo. In 1981, Nintendo of America was a one-year-old business already on the brink of failure. Its president, Mino Arakawa, was stuck with two thousand unsold arcade cabinets for a dud of a game (Radar Scope). So he hatched a plan. Back in Japan, a boyish, shaggy-haired staff artist named Shigeru Miyamoto designed a new game for the unsold cabinets featuring an angry gorilla and a small jumping man. Donkey Kong brought in $180 million in its first year alone and launched the career of a short, chubby plumber named Mario. Since then, Mario has starred in over two hundred games, generating profits in the billions. He is more recognizable than Mickey Mouse, yet he's little more than a mustache in bib overalls. How did a mere smear of pixels gain such huge popularity? Super Mario tells the story behind the Nintendo games millions of us grew up with, explaining how a Japanese trading card company rose to dominate the fiercely competitive video-game industry.

Power Up! Super Mario Bros. Encyclopedia: The Official Guide to the First 30 Years is jam-packed with content from all seventeen Super Mario games--from the original Super Mario Bros. to Super Mario 3D World. Track the evolution of the Goomba, witness the introduction of Yoshi, and relive your favorite levels. This tome also contains an interview with producer Takashi Tezuka, tips to help you find every coin, star, sun, and mushroom--even explanations of glitches! With information on enemies, items, obstacles, and worlds from over thirty years of Mario, Super Mario Bros. Encyclopedia is the definitive resource for everything Super Mario!

Nintendo's hugely popular and influential video game console system considered as technological device and social phenomenon. The Nintendo Wii, introduced in 2006, helped usher in a moment of retro-reinvention in video game play. This hugely popular console system, codenamed Revolution during development, signaled a turn away from fully immersive, time-consuming MMORPGs or forty-hour FPS games and back toward family fun in the living room. Players using the wireless motion-sensitive controller (the Wii Remote, or "Wiimote") play with their whole bodies, waving, swinging, swaying. The mimetic interface shifts attention from what's on the screen to what's happening in physical space. This book describes the Wii's impact in technological, social, and cultural terms, examining the Wii as a system of interrelated hardware and software that was consciously designed to promote social play in physical space. Each chapter of Codename Revolution focuses on a major component of the Wii as a platform: the console itself, designed to be low-powered and nimble; the iconic Wii Remote; Wii Fit Plus, and its controller, the Wii Balance Board; the Wii Channels interface and Nintendo's distribution system; and the Wii as a social platform that not only affords multiplayer options but also encourages social interaction in shared physical space. Finally, the authors connect the Wii's revolution in mimetic interface gaming—which eventually led to the release of Sony's Move and Microsoft's Kinect—to some of the economic and technological conditions that influence the possibility of making something new in this arena of computing and culture.

Cheats Unlimited are the specialists when it comes to video game cheats, walkthrough guides, reviews and fetures. Fronted by the glamorous and gorgeous Cheatmistress, Cheats Unlimited has helped over five million gamers worldwide over the last 12 years. Through phone lines, fax machines, the Web and WAP sites and now eBooks, we have been there for gamers when they've needed us the most.With EZ Guides we aim to help you through the top games on Xbox 360, PlayStation 3, Nintendo Wii, DS and PSP, step by step from beginning to end in an easy and entertaining way. Along the way we'll teach you about the game's top secrets and the best way to unlock that Achievement / Trophy. EZ Guides are written by dedicated gamers who are here to help you through the difficult times in gaming.EZ Guides: The Games of the Decade covers the past ten years of gaming, including the Playstation 2, Xbox 360, Playstation 3, DS and PSP. The book contains detailed insights into the best games of the past ten years, plus numerous retrospectives and entertaining features. Take a trip down nostalgia lane, or perhaps even learn a thing or two about the past 10 years of video games. Games of the Decade is the literal alternative to taking your handheld gaming console on that long journey.Formats Covered:Xbox 360, Playstation 3, PSP, DS, PS2.

Super Mario

Super Mario Adventures

The Games of the Decade

The Video Game Quiz Book

Jumping for Joy: The History of Platform Video Games

"It's game on for even the youngest gamers who love Super Mario when they meet Mario, Luigi, Princess Peach, and all their friends from the Mushroom Kingdom"--Publisher marketing.

A tender affair and the redemptive power of art are at the core of this compelling novel from National Book Award finalist Allegra Goodman, "a romantic realist who dazzles with wit [and] compassion" (The Wall Street Journal). Collin James is young, creative, and unhappy. A college dropout, he waits tables and spends his free time beautifying the streets of Cambridge, Massachusetts, with his medium of choice: chalk. Collin's art captivates passersby with its vibrant colors and intricate lines—until the moment he wipes it all away. Nothing in Collin's life is meant to last. Then he meets Nina. . . . The daughter of a tech mogul who is revolutionizing virtual reality, Nina Lazare is trying to give back as a high school teacher—but her students won't listen to her. When Collin enters her world, he inspires her to think bigger. Nina wants to return the favor—even if it means losing him. Against this poignant backdrop, Allegra Goodman paints a tableau of students, neighbors, and colleagues: Diana, a teenage girl trying to make herself invisible; her twin brother, Aidan, who's addicted to the games produced by Nina's father; and Daphne, a viral-marketing trickster who unites them all, for better or worse. Wise, warm, and enchanting, The Chalk Artist is both a finely rendered portrait of modern love and a celebration of all the realms we inhabit: real and imagined, visual and virtual, seemingly independent yet hopelessly tangled. Praise for The Chalk Artist "The virtual world Goodman conjures is as feverishly vivid as it is mysterious and alluring. Not since I pushed my way through C. S. Lewis's fusty mothballed wardrobe and stepped out into the frozen, pine-scented forests of Narnia can I remember being so effectively transported into a viscerally, sometimes terrifyingly plausible alternate universe. . . . This is a novel full of wit and spark. . . . Irresistible and arresting."—The New York Times Book Review "Enjoyably sharp dialogue and convincing portraits of multiple mindsets and terrains . . . One can't help but marvel at how Goodman has captured the atmosphere of this virtual fantasy land so effectively in words."—NPR "Mesmerizing depictions of virtual-reality landscapes of 'Neverwhen' and 'Underworld' make the games' dangerous power over one of Nina's students very real."—People "Goodman's latest combines fantastical flourishes (an imagined video game called 'Underworld') and realistic Cambridge details . . . in a narrative about art and ambition."—The Boston Globe "Allegra Goodman creates suspense where you might least expect to find it."—The Atlantic

Super MarioTM: The Big Coloring Book features 50 stickers and a die-cut handle for fun on the go! Children ages 3 to 7 will love this oversized Nintendo Super MarioTM coloring book featuring Mario, Luigi, and all their friends and foes--plus more than 50 stickers and a die-cut handle for fun on the go! Mario made his debut in the 1980s in arcades around the world and has since gone on to star in many adventures, evolving into the beloved icon he is today. He is a video-game sensation, appearing across all genres--from action platformers to sports, kart racing, and beyond.

The Meaning of Video Games takes a textual studies approach to an increasingly important form of expression in today's culture. It begins by assuming that video games are meaningful–not just as sociological or economic or cultural evidence, but in their own right, as cultural expressions worthy of scholarly attention. In this way, this book makes a contribution to the study of video games, but it also aims to enrich textual studies. Early video game studies scholars were quick to point out that a game should never be reduced to merely its "story" or narrative content and they rightly insist on the importance of studying games as games. But here Steven E. Jones demonstrates that textual studies–which grows historically out of ancient questions of textual recension, multiple versions, production, reproduction, and reception–can fruitfully be applied to the study of video games. Citing specific examples such as Myst and Lost, Katamari Damacy, Halo, Façade, Nintendo's Wii, and Will Wright's Spore, the book explores the ways in which textual studies concepts–authorial intention, textual variability and performance, the paratext, publishing history and the social text–can shed light on video games as more than formal systems. It treats video games as cultural forms of expression that are received as they are played, out in the world, where their meanings get made.

Mario Titles

Videogames, Identity and Digital Subjectivity

Virtual Character Design for Games and Interactive Media

Mario Platform Games

The Nintendo Wii Platform

How Nintendo Conquered America

Now in its second edition, the Encyclopedia of Video Games: The Culture, Technology, and Art of Gaming is the definitive, go-to resource for anyone interested in the diverse and expanding video game industry. This three-volume encyclopedia covers all things video games, including the games themselves, the companies that make them, and the people who play them. Written by scholars who are exceptionally knowledgeable in the field of video game studies, it notes genres, institutions, important concepts, theoretical concerns, and more and is the most comprehensive encyclopedia of video games of its kind, covering video games throughout all periods of their existence and geographically around the world. This is the second edition of Encyclopedia of Video Games: The Culture, Technology, and Art of Gaming, originally published in 2012. All of the entries have been revised to accommodate changes in the industry, and an additional volume has been added to address the recent developments, advances, and changes that have occurred in this ever-evolving field. This set is a vital resource for scholars and video game aficionados alike. Explores games, people, events, and ideas that are influential in the industry, rather than simply discussing the history of video games Offers a detailed understanding of the variety of video games that have been created over the years Includes contributions from some of the most important scholars of video games Suggests areas of further exploration for students of video games

While the earliest character representations in video games were rudimentary in terms of their presentation and performance, the virtual characters that appear in games today can be extremely complex and lifelike. These are characters that have the potential to make a powerful and emotional connection with gamers. As virtual characters become more intricate and varied, there is a growing need to examine the theory and practice of virtual character design. This book seeks to develop a series of critical frameworks to support the analysis and design of virtual characters. Virtual Character Design for Games and Interactive Media covers a breadth of topics to establish a relationship between pertinent artistic and scientific theories and good character design practice. Targeted at students, researchers, and professionals, the book aims to show how both character presentation and character performance can be enhanced through careful consideration of underlying theory. The book begins with a focus on virtual character presentation, underpinned by a discussion of biological, artistic, and sociological principles. Next it looks at the performance of virtual characters, encompassing the psychology of emotion and personality, narrative and game design theories, animation, and acting. The book concludes with a series of applied virtual character design examples. These examples examine the aesthetics of player characters, the design and performance of the wider cast of game characters, and the performance of characters within complex, hyperreal worlds.

Working with Video Gamers and Games in Therapy moves beyond stereotypes about video game addiction and violence to consider the role that games play in psychological experiences and mental health. Chapters examine the factors that compel individual gamers to select and identify with particular games and characters, as well as the different play styles, genres, and archetypes common in video games. For clinicians looking to understand their clients' relationships with video games or to use games as a therapeutic resource in their own practice, this is a thoughtful, comprehensive, and timely resource.

Encyclopedia of Video Games: The Culture, Technology, and Art of Gaming, 2nd Edition [3 volumes]
Super Mario Manga Mania
Vintage Games
Super Mario Galaxy
Spaces, Places and Territories in Computer Games