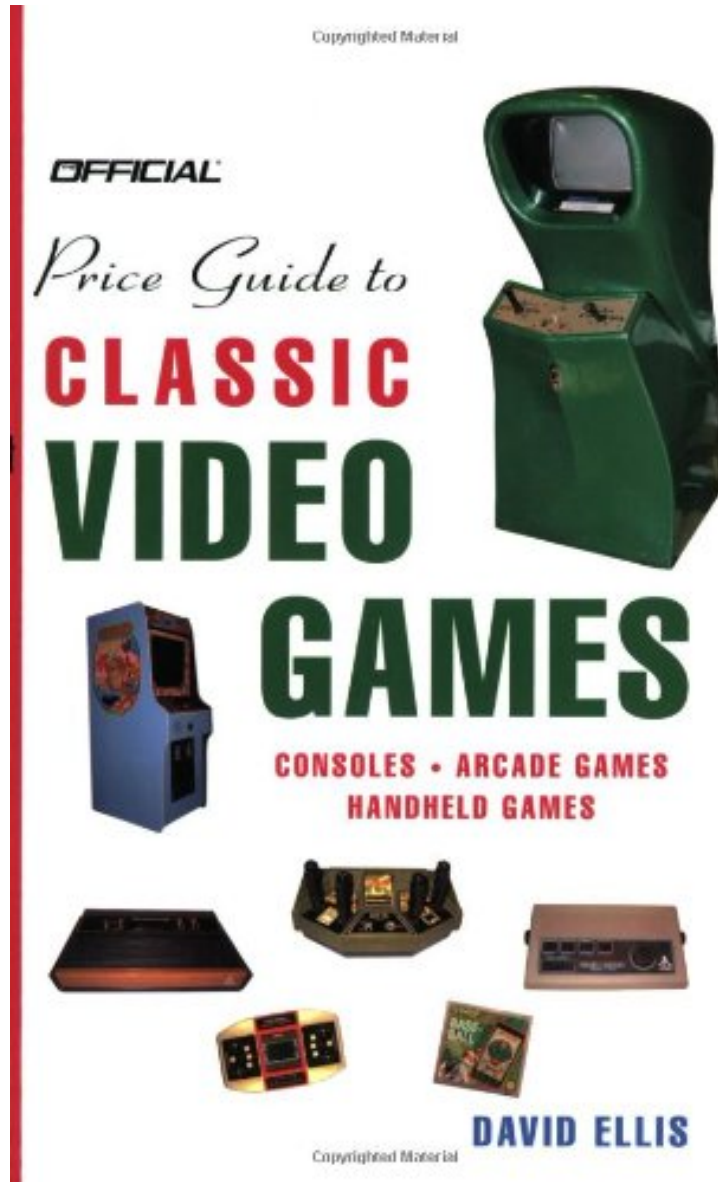


Official Price Guide to Classic Video Games: Console, Arcade, and Handheld Games

David Ellis

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David Ellis : Official Price Guide to Classic Video Games: Console, Arcade, and Handheld Games before purchasing it in order to gage whether or not it would be worth my time, and all praised Official Price Guide to Classic Video Games: Console, Arcade, and Handheld Games:

0 of 0 people found the following review helpful. A few years old, but still relevant

By Rommager
The information in this book is well worth keeping it on the shelf as a good reference. As with any collectible price guide, it is simply an aggregation of data from multiple sources of sales data, but it does appear to be on par with a lot of machines sales I have seen now. Also, the guide contains a good amount of additional summary information on pros and cons for collecting many classic consoles, video arcade games, and table top games. It is a very worthy guide to be used as reference when considering any collectible video game purchase. Even so, as any experienced collector can tell you, it is not the bible of classic game collecting - it is merely a guide (hence Guide being in the title). Please note that the consoles in this guide includes only 1st and 2nd generations of video game consoles, so the NES, Sega Master system, and later consoles are not included (although they are briefly mentioned). The only exception to this is that the guide does include the Atari 7800, which is technically a 3rd generation console. About half of the guide is dedicated to collecting video arcade machines, but only up to the late 80's. There is also a lot of other good information, if you are considering collecting arcade machines. It is definitely a good primer to tell you what to expect in the hobby, and even goes into some techniques for arcade machine maintenance and restoration. Since I have been collecting arcade machines for a few years now, I did not have any major "A-HA" findings in the book, but did have quite a few instances where I nodded my head with a, "so true!" Still, the price info is great when I am considering the purchase of another machine for my collection. It does still help shed some light on the question "is this game really a rare game, or is it really highly sought after and collectible?" Overall, I would give a recommend to anyone that is into classic video game collecting. Sure, I love to see an updated edition, but this version is still quite relevant today (after all, no new games from the 80's have been made since 2004). If David Ellis were to write a similar guide that got into the 3rd and 4th generation consoles and arcade machines of the 90's, I would definitely be first in line to buy it! He has proven in this book that his finger on the pulse of the hobby!

1 of 2 people found the following review helpful. Highly Recommended, even if you're not a collector

By Frecklefoot
"The Official Price Guide to Classic Video Games" has got to be the biggest misnomer of all time. It is actually the Holy Grail of Classic Video Games collecting! I just expected to find charts and tables to the prices for classic video game consoles, handhelds and arcade games. Not only does the author supply this, but much, much more. I am amazed at the amount of information and detail Dave Ellis has on each and every item he covers. He does have pages with prices one can expect to pay for each item (and he covers almost every accessory and game that came out for every console), but he has so much more. He discusses the history of each game, how it did in the marketplace, how rare each accessory is and why. He also notes the scarcity of each game, console or accessory, which can help a collector spot a rare and uncommon items when they crop up. Numerous photos add to the utility and enjoyability of the book. As the cover says, the book covers three topics: video game consoles, handhelds and arcade games. Dave states that he only covers games and systems from the "classic era" (i.e. the period before 1985). But he actually goes on to cover, in brief, games and consoles from the post-classic era and describes why they are or are not yet considered collectible. Not only does Dave provide price lists, but he also gives online resources where readers can go to obtain items. As for arcade games, Dave has attended numerous auctions and knows what arcade machines go for. If you don't live in an arcade game auction hot-spot, you can expect to pay more than the prices he lists, but he notes this. Paying \$1000 for a working arcade game is excessive, unless it is somewhat rare and/or fully reconditioned. In short, not only was reading this book extremely informative, it was a fun, nostalgic and colorful trip back to the carefree days of my youth. Highly recommended!

1 of 2 people found the following review helpful. More than just a price guide

By Jason Kirkfield
Printed price guides face an uphill battle. With almost real-time updates, prospective game buyers will be better served working from Internet sources such as RGCAV/RGVAM. The saving grace for this book is that David Ellis includes well-written prose in addition to his exhaustive price guide. On one hand, the market for classic video games is less dynamic and thus less prone to volatility than other collectibles. On the other hand, more than six years has elapsed since the book was published. Furthermore, auctions are inherently unpredictable, and even a good price guide may leave you unprepared for the harsh reality of an eBay sniping battle. But there is still much fun to be had leafing through this book. Ellis goes overboard cataloging video games from the 1970s and 80s, including many obscure systems and games. For almost every entry, he assigns a relative rarity rank as well as pricing estimates for both loose and complete with original packaging. Plenty of photos, including eight pages in color. Sadly the bulk of the BW photos are more than a tad grainy. The audience for such a book is not vast. You don't really need this unless you are looking to buy (or perhaps repeatedly buy sell) some vintage games or if you already maintain a sizable collection. The book covers quite a lot of home games such as consoles and handheld games. In fact, the split is probably only 35% arcade/65% home console handheld. The latter were of relatively less interest to me, but YMMV. In short, the book is a useful reference guide, but overkill if you simply need to know what your old Atari 2600 is worth, or how much a used Donkey Kong will set you back. Three and a half stars, rounded up because of the excellent final chapter, "Classic Arcade Game Setup, Restoration, and Repair."

Remember those classic games like Pong and Intellivision? Whether you are an experienced or novice collector, or if you just have a spot in your heart for video games, The Official Price Guide to Classic Video Games is ideal for

anyone searching for a reliable price guide to their beloved collectibles. From Atari and Coleco to Pac-Man and Space Invaders, this book offers prices and history on video and arcade games as well as information on arcade game restoration, troubleshooting, and minor repairs. This book also features a list of collectors' Web sites , amusement auctions, and conventions around the U.S.“...this book is a few pages shy of 500 PAGES! It is one thick resource and quite frankly, we are majorly impressed!” -- GameRoom magazine