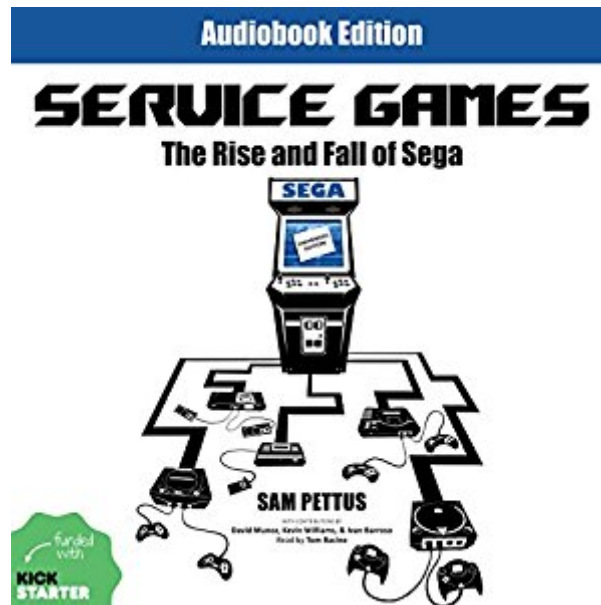# Service Games: The Rise And Fall Of SEGA: Enhanced Edition

Synopsis

Starting with its humble beginnings in the 1950s and ending with its swan-song, the Dreamcast, in the early 2000s, this is the complete history of Sega as a console maker. Before home computers and video game consoles, before the Internet and social networking, and before motion controls and smartphones, there was Sega. Destined to fade into obscurity over time, Sega would help revolutionize and change video games, computers and how we interact with them, and the Internet as we know it. Riding the cutting edge of technology at every step, only to rise too close to the sun and plummet, Sega would eventually change the face of entertainment, but it's the story of how it got there that's all the fun. So take a ride, experience history, and enjoy learning about one of the greatest and most influential companies of all time. Complete with system specifications, feature and marketing descriptions, unusual factoids, and now enhanced Europe-specific details, exclusive interviews, and more make this the definitive history of Sega available. Listen and learn about the company that holds a special place in every gamer's heart. Funded on Kickstarter.

Book Information

Audible Audio Edition

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Customer Reviews

If you are expecting a well sourced, footnoted history book with quotations and one you can cite with confidence, this is not it. If you want to iimagine a friendly and knowledgeable friend chatting to you up about Sega in the 1990s, going back and forth, offering opinions as fact, sometimes misspeaking or getting information wrong, overly focusing on recent events, being contradictory sometimes in the same breath...then this is the book for you. Its less authoritative history and more like telling a familiar story with liberties.In a book about 480 pages long, it dismisses about 30 years of Sega

history before the Master System in 20 pages. The 8 bit master system gets about another 20 pages. The 16 bit Genesis is discussed separately from the Sega CD, which is discussed separately from the 32x, which cause the reader to bounce back and forth trying to build a timeline of concurrent units. The photos are not in chronological order, with the SNES coming before a Genesis, and the photo of the Genesis with the Power Base Converter is missing the key word "Converter". The author slips into 1st person (his love of Beavis and Butthead), opinions are given as blunt statements without referencing any survey or source ("To the typical American consumer, long inured to a steady stream of high pitched advertising, every video game system was a â œNintendoâ •), and some facts are blatantly wrong ("â "Exidyâ ™s Death Race suffered from a similar public outcry back in the 1980s" - Death Race is a 1976 arcade game).

This book is a perfect example of why amateurs should not write history books. First, there are no footnotes or endnotes to speak of. Second, there are grammar mistakes that could be corrected by a sixth grader. There are also pages and pages of what seem like copypasta from gamefaqs chronicling irrelevant information such as how many s-ports or power adapters individual systems use. It turns out to be some of the most obnoxious filler one can find in a book. Why does anyone care what kind of power adapter was used by some obscure console that sold less than 10,000 units in Japan?Finally, there are all the marks of someone who doesn't understand history in general. It's almost funny when the author claims that "the market wasn't ready for the Sega CD" or people weren't ready for the 32X. The author takes shots at disparaging Nintendo when they clearly had better hardware and software at the time. Sure, Sega made some great hardware and software. Putting down Nintendo does not make them any better.The book frequently accuses Sega's former USA CEO Tom Kalinske and the Japanese branch as being "arrogant' without supplying any direct quotes or instances of their arrogance. It sounds like Fox News when they go on an adjective turrets like torrents to slam "Obummer". 'He's the most arrogant, hateful, worstest, president'.... Really? Why don't you give an example? For all the faults contained in E.B. White's 'Elements of Style book', it at least mentions that a writer should SHOW the reader by using concrete examples rather than TELL the reader with lazy, unimaginative repetition of one adjective. Speaking of repetitive, the book is both chronologically messed up and repetitive.

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