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Terrible Old Games You've Probably Never Heard Of



Synopsis

Terrible Old Games You've Probably Never Heard Of is a full-color illustrated compendium of the most painfully bad games, based on Ashen's YouTube series of the same name. Everyone's heard of E.T. for the Atari 2600 and Superman for the Nintendo 64, but these are almost nothing next to the abject incompetence of Count Duckula 2 on the Amstrad CPC. There are people who seriously believe that Shaq Fu is the worst fighting game ever made, having never experienced Dangerous Streets on the Amiga. This book will blow their very soul apart. (Not a guarantee.) Terrible Old Games You've Probably Never Heard Of is meticulously researched and written, with the dry humor you'd expect from a man who has somehow made a living by sticking rubbish on a sofa and talking about it. Each entry is accompanied by a series of full-color images from the games.

Book Information

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Customer Reviews

Terrible Old Games You've Probably Never Heard Of was a series of videos by Stuart Ashen done on his YouTube channel. This book, crowdfunded on Unbound, is a continuation of that series. It should be noted that none of the entries are repeats of ones the author has covered on the show. Terrible Old Games You've Probably Never Heard Of covers eighteen games of various genres released between 1980 and 1995 for the various home computers of the time, including the ZX Spectrum and Commodore 64. Entries begin with the first page showing a screenshot of the start screen with the title, format, year of release, developer, publisher, and original price (in

pounds) listed below it. The following pages describe the synopsis of the game and how it plays, all done with Ashen's sense of British humor. Scattered through the pages are screenshots from the game, helping show what is described and underlined with a humorous caption. Each entry is capped off by a box detailing reviews and other versions of the game. It should be noted that one of the entries is done by T.V. presenter and YouTuber "Guru" Larry Bundy Jr. and that one of the entries (that I did not include in the count of above) Ashen did was on a terrible game he made in his youth. Ashen also included an original terrible game that anyone can be played if you have a ZX Spectrum and input the code given in the book into the machine. Between every couple of entries are interviews with done with various people, asking what the most disappointing game they bought was. There is also an interview with Ste Pickford that goes over how it was like creating games during the period. I quite like TOGYPNHO. It's a nice, funny look at terrible games in a period that isn't looked at all that much in game history.

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