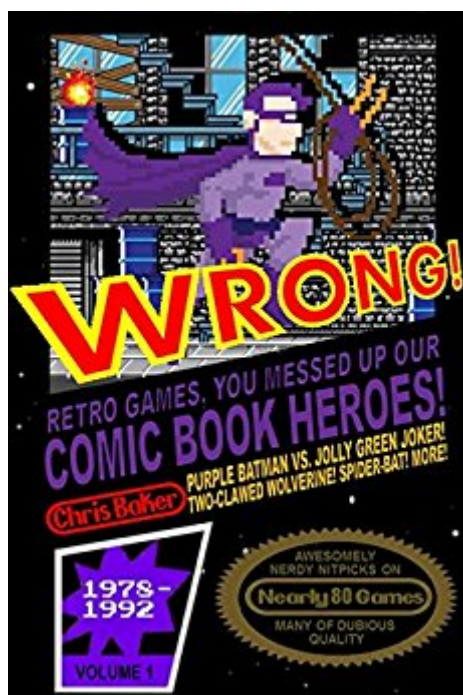


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WRONG! Retro Games, You Messed Up Our Comic Book Heroes! (Awesomely Nerdy Nitpicks 1)



Synopsis

SEE THE TRAILER AT <http://bit.ly/WRONGbooktrailer> THE MOST MESSED-UP MOMENTS FROM 14 YEARS OF SUPERHERO VIDEO GAMES â€” AWESOMELY NERDY NITPICKS! If you're a superhero fan who loves video games, you've experienced firsthand how pretty much every title out there â€” good or bad, remembered or forgotten â€” does something that's absolutely, unapologetically WRONG! with its source material. This ebook documents the most egregious â€” and most hilarious â€” offenders from the moment Superman flew onto the Atari 2600 in 1978 all the way through 1992, when Konami's classic X-Men sucked in quarter after quarter in arcades. NEARLY 80 SUPERHERO GAMES Some you've played. Some you haven't. And quite a few you never even knew existed in the first place. Some high-/lowlights: Purple Dark Knight vs. Green Joker in Batman: The Video Game (NES) Proven instances of "slapping a license" on an already-developed game Games that stripped Wolverine and He-Man of their most iconic weaponry A questionable transportation method for the Man of Steel in Superman (NES) A Transformers game from the creator of Pitfall! The strangest comic book license ever to hit the Sega Genesis The most unnecessary tie-in to a superhero animated series of all time The Danger Mouse Trilogy That one lonely Thundercats game ANSWERS TO BURNING QUESTIONS YOU DIDN'T EVEN KNOW TO ASK Who is "the Princess Peach of superhero games"? Who was the first Marvel character to be featured in three games? And what's the single gaming appearance he's had since 1985? Which super-character is most consistently misrepresented in games? What common superhero gaming feature was pioneered by LJN's otherwise absolutely horrible X-Men NES game? Which hero's primary gaming nemesis is someone he still has yet to even meet in the comics? What do an NES game and a major restaurant chain agree is Wolverine's favorite food? Why is Carnage getting naked on my SNES?!

! GAMING PLATFORMS YOU LOVED...OR DIDN'T KNOW EXISTED Atari 2600 | Intellivision | Commodore 64 | Nintendo Entertainment System | Game Boy | Super NES | Sega Master System | Genesis | Game Gear | Lynx | ZX Spectrum | MSX | PC-DOS | MORE! YOUR FAVORITE HEROES (AND SOME YOU'VE NEVER HEARD OF) From Marvel! Spider-Man | Wolverine and the X-Men | Hulk | Captain America, Iron Man, Hawkeye, Vision, and a bunch of other Avengers | Punisher | Human Torch and the Thing from the Fantastic Four | Silver Surfer | Howard the Duck From DC! Superman | Batman | Flash | Swamp Thing From Other Comic Publishers! Conan | Flash Gordon | Judge Dredd | Ex-Mutants From Toy Lines and Cartoons! Transformers | Teenage Mutant Ninja Turtles | He-Man and the Masters of the Universe | Bartman and Radioactive Man from The Simpsons | G.I. Joe | Danger Mouse | Gobots | Thundercats From Commercials! Domino's Pizza's Noid | Kool-Aid Man From Copyright

Infringement! The Amazing Spider-Bat ABOUT THE DUDE WHO WROTE THIS STUFF With years-long stints at Marvel and LucasArts (you know...home to Star Wars games), Chris Baker has played a role in the release of more than 40 game releases since 2005. To name a few: Marvel vs. Capcom 3, LEGO Marvel Super Heroes, Spider-Man: Shattered Dimensions, Marvel Pinball, Star Wars Battlefront II, LEGO Star Wars II...plus quite a few he'd rather not mention while trying to make himself sound awesome. He also worked in the games press from 1998-2005, most notably as an editor at Official U.S. PlayStation Magazine, where he wrote about hundreds of games.

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Customer Reviews

Really enjoyable read that brought back quite a few memories for me in the form of some forgotten C64 and PC "classics" such as G.I. Joe and Spider-Man and Captain America in Doom's Revenge. I can't wait to see what comes next from the author. I did find one hilarious typo, there is a section where he discusses the portrayal of Juggernaut in games and mentions the "Gym" of Cyttorak. I like to think that instead of magic, he just had to work out really hard to become unstoppable under the

tutelage of this Cyttorak fellow.

If you didn't spend your childhood reading comics and playing comic-based video games, this niche-appeal book will likely make about as much sense to you as a Swahili cookbook. However, if you DID spend your childhood reading comics and battling evil on your TV screen, I can't recommend it highly enough. Meticulously accurate, *WRONG!* is filled with love for both comics and games, but pulls no punches about just how ridiculously off-source most of those games were. It's also well-researched and exhaustive. If the game existed, there's a very strong chance it's in here (even if it never made it past the prototype stage). It's a great trip down memory lane, complete with scads of screenshots, and you may even find yourself yelling "Finally! That's what I've been saying since 1991!" at some of the entries. For those of us with years of suppressed nerd-rage, this is utter catharsis. If you're less raging, it's still funny. One final note: the author's tone is spot-on. Snarky, but never cruel, he leans more toward the "Come on dev guys, what were you thinking?" side of humor than the more hateful and vindictive, "you should all die in a fire for this disrespect" kind of tone. It's a nice approach, and makes the book imminently readable. To sum up: Like comics? Buy this book. Like video games, especially old ones about comics? Buy this book.

It's a quick read and there's definitely some nostalgia factor to it, but this isn't so much a book as a collection of thoughts and random factoids about video games that feature comic book heroes. A lot of times the observations are very surface and don't provide any real insight. It's not bad; it's just not what I expected, especially after reading the introduction and seeing the author's history. I was expecting some real insight into the making of the games and discussion of why some of them ended up less than stellar, but the book fails to deliver.

What a trip down memory lane. I started playing the Atari 2600 when I was 3 or 4, so most of these games bring back memories for me. I still remember the Punisher PC game from 1991 very fondly. CBake hits on the major errors, with cover art and screengrabs, and great knowledge on both the game and comic history of each title, but does it in a way that a layman can understand. He doesn't bog it down with lengthy discussions about unnecessary background details, and he's not damning at all. It's a very fun read. I wish he went a little deeper, most games only get two paragraphs or so, but it's still satisfying and he does cover A LOT of titles overall. Highly recommended for video game and comic fans, or pop culture enthusiasts.

Do you retro games? Or comic books? If your answer to either of those is "yes," prepare for a fun and informative read. And if your answer to BOTH questions was "yes"? This is the book you never knew you always wanted. Mr. Baker brings his own childhood, his time working at Marvel, and his time dealing with video game developers together in a hilarious guide to all of the things games have messed up about the very characters they've licensed. He even journeys beyond characters from comic books and tears into misconceptions promoted by games based on toys and marketing mascots. The information is well-sourced, the expertise is evident, and the humor still makes me laugh aloud as I re-read it all. Here's hoping for a second volume!

a fun little read. I had a lot of nostalgia from all the games I pretty much played during my childhood. Never really thought about a lot of the key points made, but looking back they were pretty funny.

This book covers the genre of superhero video games up to 1992. It provides a nice balance between humor and information so that one is never bored by a long dry list of facts or overwhelmed by non-stop jokes. I hope the author continues the series (he's got a LOT of superhero games post-1992 to cover). Highly recommended.

It was a very entertaining book, also a fun walk down memory lane as I had played many of these games in the past. That said, it was over and done with all too quickly. Still, for the price I paid for it (I received a free copy), it was well worth it, and I may check out future installments.

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