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# The Untold History Of Japanese Game Developers: Gold Edition



## Synopsis

This book reveals more secrets about the history of Japanese games than ever before, with 36 interviewees and exclusive archive photos. Konami's secret games console, the origin of Game Arts and Quintet, unusual events at Telenet, stories on Falcom, politics behind Enix's game programming contests, a tour of the Love-de-Lic and WARP offices (with layout sketches). Every interviewee is asked about unreleased titles. Foreword by GAMESIDE magazine's editor-in-chief, Yusaku Yamamoto. INTERVIEWEES INCLUDE: Hitoshi YONEDA / Tatsuo NOMURA / Katsutoshi EGUCHI / Toru HIDAHA / Roy OZAKI / Kouichi YOTSUI / Masaaki KUKINO / Yoshitaka Murayama / Harry Inaba / Ryukushi07 / Kotaro UCHIKOSHI / ZUN / Yoshiro KIMURA / Kouji YOKOTA / Jun Nagashima / Yuzo KOSHIRO / Masamoto MORITA / Akira TAKIGUCHI / Masakuni MITSUHASHI / Kohei IKEDA / Hiroshi SUZUKI / Tomonori SUGIYAMA / Yutaka ISOKAWA / Yasuhito SAITO / Takaki KOBAYASHI / Keite ABE / Keiji INAFUNE / Makoto GOTO

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## Customer Reviews

I'm hardcore into Japanese video games, including retro video games. Or at least I thought I was until I started reading this book. I must admit defeat for Japanese video game fandom, John

Szczepaniak, the author of *The Untold History of Japanese Game Developers: Volume 1*, is much more of a geemu otaku than me (...\*hangs head in shame\*). Full disclosure: I did NOT contribute to the Kickstarter campaign...I didn't really know about it. So for the most part, I have great respect for what this book accomplishes. It was an important contribution to the world of video game studies for these untold stories of Japanese game developers to finally be told. There is valuable information here for hardcore fans and scholars of Japanese video games alike. However, I believe you have to cherry pick the information you're looking for. The book is almost entirely interviews with only a little commentary, explanation, or analysis. If you don't know what a "PC-88" is, you're probably going to have a hard time getting through most of the text found herein. I don't recommend this book for a straight read-through. I tried it, and as much as I love Japanese video games, I couldn't do it, my interest just wasn't maintained enough to read the entire thing. One of the reasons for this is the interview questions are essentially the same for each interview: What was the first game you played? There was a rumor about [Project Blank] at the company you worked for. What can you tell us about it? (To which, the developer always answers that [Project Blank] was in another division of the company, that he didn't work on it, and/or he can't comment on it.) Now, I don't necessarily think it's a bad thing that the interview format and questions are generally the same.

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