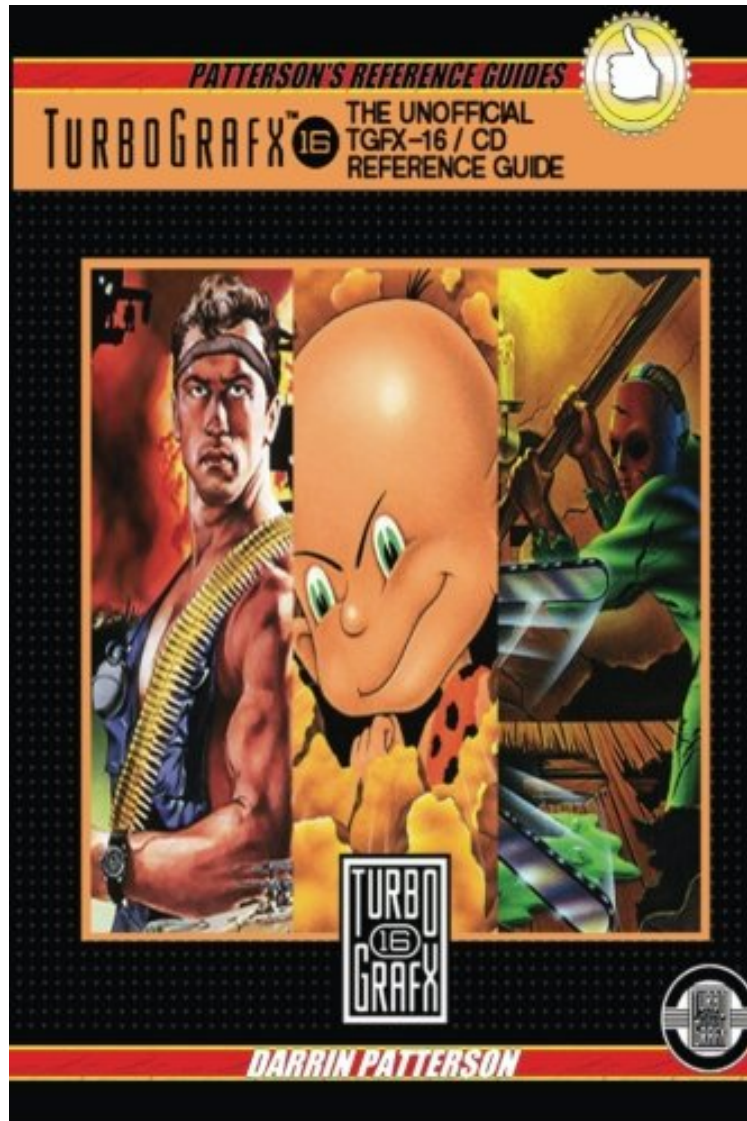


(Download) The Unofficial TurboGrafx-16 / CD Game Reference Guide (Patterson's Reference Guides) (Volume 1)

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Mr. Darrin Brent Patterson : The Unofficial TurboGrafx-16 / CD Game Reference Guide (Patterson's Reference Guides) (Volume 1) before purchasing it in order to gauge whether or not it would be worth my time, and all praised The Unofficial TurboGrafx-16 / CD Game Reference Guide (Patterson's Reference Guides) (Volume 1):

1 of 1 people found the following review helpful. Barebones and Lacking. Don't bother with this one. By

TechnoChrisThis "Guide" is not much more than a checklist with screenshots and inaccuracies. It is supposed to be a guide to all the North American Turbogرافx releases (Both Hu-card and CD-ROM), but has little to no information on each game, and what info is present is not reliably checked and true. Couple examples: the Game "Nightmare Creatures" was actually released in 1991 not 1992 as shown in the book. Additionally there is an entry for the PC Engine (Japan) only release of "Star Parodier" in the CD-ROM section, while it is a great title, what is it doing in a NA only "guide" book. The screen shots are nice and colorful but the cover art is rough and looks like the console pic was copied and pasted from a low-res photo. The presentation of the game pages is also very basic, and just looks like drop-down boxes were cut and pasted as well. As someone who is passionate about the Turbogرافx and has the entire physical NTSC Hu-card library as well as most of the CD games, I was looking forward to a nice publication which showcased each game and provided at least a snippet of background on each title with some semblance of a review/rating, but alas this book has nothing of that sort. Not enough effort was put into this "guide" to warrant the price. There is literally less than a page and a half of written text in this book and it has little to offer in terms of informative TG-16 material, mainly only some self reflection of the authors experience (or maybe lack thereof) with the console(s) and their respective libraries. Needless to say I was very disappointed in this book and as such returned it for refund. If all you want is a nice looking printed checklist (albeit inaccurate) then this may please you. But if you're looking for a high quality review guide which is actually informative then you should save your money and keep waiting. For what it is, this book should not be nearly \$30, but rather \$10-\$15 tops. Otherwise I recommend just looking on the internet for information sources, that's likely all the author did after all. 0 of 0 people found the following review helpful. Sorely lacking. By CustomerIts a checklist, that's about it. It is lacking pictures of pc engine CD, and the turbo duo. I would have liked some more shots of the games. 2 of 2 people found the following review helpful. Absolutely unacceptable. By Mark C. DrennanUbeleivable to me that somebody with zero passion for this system would set out to write and sell a book on it. This system has a fervent cult following, yet this book has almost nothing to offer. The forward, the only thing the author wrote, speaks more about his love for other consoles than anything he has to say about the system at hand. The Nintendo system he liked had too big a library, so he went for something with fewer games because it was "a good place to start" ?? What a rotten, cynical approach. Fans of this system would have welcomed a passionately written reference guide with open arms. Note to the "author"; please remove this from before some poor sap actually buys it. Go put work into something you actually care about. Disappointing in content, and simply despicable at \$25.

The Unofficial TurboGرافx-16 / CD Game Reference Guide lists all of the official video game titles that were available for sale in North America during its lifetime in the early '90s. It contains full-color box art, title screens and screenshots of each title and any information about the game for your own reference as well as a collector's guide to this great console. NOTE: It does not offer reviews of these games. Please use the LOOK INSIDE book option to see what you would get. There are few books that offer full-color pics as this.

About the Author Darrin Patterson is an author of several horror novels and director of two independent horror films. This book is the first of what will be a collection of reference guides of retro video games among other favorite collector media formats that he grew up with. He currently resides in Ohio with his wife, Shara and their daughter, Leah. You can visit his author page on Facebook at: <https://www.facebook.com/DarrinBrentPatterson> or his author page at: <http://www.com/Darrin-Patterson/e/B00DL3LELM>