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The Gamer's Bucket List: The 50 Video Games To Play Before You Die



Synopsis

From pixelated pioneer adventures to stunning space odysseys, the boundaries of the video game world are expanding every day. Grand epics and gritty mysteries. Fierce competition and friendly cooperation. Powerful emotions and uproarious laughter. Video games are fantastically diverse and wonderfully creative, but not all games are created equal. With so many games out there on so many different consoles, computers, and devices, how do you decide which games are worth playing? Backed by years of writing about games professionally and decades spent playing them, Chris Watters lays out a list of 50 games to entertain and enlighten you. Whether you're trying to learn more about the world of gaming or strengthening your claim to true gaming fluency, these are the games you'll want to play, and why you'll want to play them.

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Customer Reviews

While I understand its just a coffee table book, there is just no meaningful content here. The games are described with only a bit more insight or detail than you would get from the back of the game case. Its also a very short read (1.5 hour) and feels more like a magazine extra issue than a "book". I don't doubt the author is passionate about the games but for me, that passion just did not come through in the writing.

I myself could never choose the 50 best, for instance: I might end up putting both Mass Effect 1 AND 2 in there. But this is a great read, bringing back memories of games I loved and also making

me want to play some games I have not played yet. Of course there are games that I personally would have put in, but isn't that kinda the point? This book is a fun read with good tips!

I write this as an honest review that attempts to remove the bias I have for the author, Mr. Watters. I have enjoyed the author's content thoroughly for the last several years and wish him the best at his new position in the gaming industry. While his commentary and presence on the video screen is charming and likable, this book fails to really whet my palette as a gamer. The idea of a bucket list is to list a bunch of touchstones that each gamer should strive to complete or attempt in order to have an exciting or fulfilling experience within the medium. Sadly, Chris really doesn't hit the mark here. This is purely his opinion on some of the most important and well-rounded games to play, but it seems that any gamer looking for a list of fantastic and/or significant games -- whether it be mechanically, graphically, historically, or otherwise -- will not feel very knowledgeable or satisfied here. This is because Chris only included games almost entirely from the last 8-10 years. And while just about every game he lists is good, amazing, or a masterpiece, they truly don't represent gaming as a whole. I do not need him to include Pong, for instance, but a significant appeal to the previous generations would have done wonders to give the new or novice gamer a nice starting point. This book would be for the person who lost their interest in games around 2007 and wanted to get back into the fold now. But "would" is the key word here as the content of each chapter is lacking. Each chapter is roughly 2-3 pages in length (on my kindle) about one game title with a few thrown-together screenshots at the end. The problem is that each chapter is less interesting than your average E3 preview article. The descriptions given simply don't entice the reader to play a game on its own merits or arguments. Instead, the book relies heavily on relatively vapid compliments that could be applied to any other game in the respective genre. Some chapters are better than others, but there is rarely a moment where the reader will feel any compelling reason inside the book's covers to try the games. Instead, the reader will just take the book at its title and say to him/herself "well, it's on the bucket list and must be good." Ultimately, the book rarely works better than a BuzzFeed article or a long Youtube list video (where footage can perhaps truly compel the viewer). Watters is a skilled professional with a friendly and readable style, but he should stay away from the list business.

Great read! Very enjoyable and I discovered a lot of games I now want to play.

I purchased this book for myself. Some light bathroom reading when I forget my phone. I didn't

know it have a 'checklist' on the back pages to track and rate these masterful games. So, it's been fun looking back and rating the games that I've played and to try to complete the others. From another perspective. My fiance has spent some time looking through the page long pictures, finding games that seem to appeal to her and reading about them. She's not the biggest gamer, but she's learning that there is more out there than just Mario and Crash Bandicoot. All in all, the book is well written and is presented in bit size chunks for quick reads. Get for gaming newcomers to get a vertical slice of the best games and fun for connoisseurs that are looking to fill some gaming gaps and a burst of nostalgia. GLHF

Full disclosure, I work with Chris. But I also think this is a great book. Watters is one of the best writers I personally know, and his style and humor shine in this list of games to play before you die.

Great selections! I feel fortunate to be reading this 2015 holiday season, as I'm picking up a large percentage of the PC titles on Steam during a phenomenal holiday sale!

Chris Watters did a fantastic job with this book. However, The bias of a human still stands and they may not want to waste their time reading about a game they don't think they will like.

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