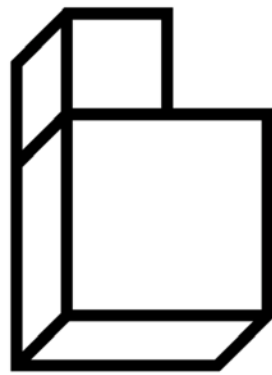


Classic Books on Video Games Catalog Fall 2026



**BOSS
FIGHT
BOOKS**

For foreign and translation rights, please contact:

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Literary Agents

Email: info@PublishingCoaches.com



Info/Marketing:

- Free excerpt available via [Aftermath](#).
- Based largely on original interviews with the game's writers.
- Book's production funded in a hit Kickstarter campaign.

"A blueprint for how to preserve a game's legacy in writing." –RPGFan

Dragon Age II (Boss Fight Books #40)

by Charlotte Reber

**ISBN: 978-1-940535-41-8 * Paperback * \$15.95
212 pages * 5x7 in. * On sale 5/19/26 * Video
Games, Popular Culture**

Rushed through development in just a year to capitalize on the runaway success of its predecessor, Dragon Age II's writing team had only a few months to write an entire game before handing it off to voice acting and development. The result was an often ramshackle sequel featuring a smaller world, fewer companions, and repetitive quests—as well as some of the best characters, dialogue, and storytelling Bioware has ever put to screen.

Based on new interviews with DA2 writers David Gaider, Jennifer Hepler, Lukas Kristjanson, as well as editor Karin Weekes, author Charlotte Reber tells the wild behind-the-scenes story of how a team at the top of their game made the best of an impossible assignment to create the series's first fully voiced protagonist, its charmingly unreliable narrator, and a crew of unforgettable party members to bother, befriend, and romance. From DA2's inception to its mishandled marketing campaign to its volatile reactions from players, Reber's book raises a mug of ale to the game that was—and the game that might have been.

Charlotte Reber is a fiction writer and gamer with a fascination for telling stories and playing games in unusual ways. She has a handful of degrees in creative writing and children's literature from Wellesley College and Simmons University, and lives in Vermont with her family, several cats, and a suspiciously low number of dragons.



Info/Marketing:

- Covers a much-loved “coming of age” Japanese RPG game/series with strong characters and themes.
- Author works in narrative game design herself, bringing insightful criticism from her own experience.
- Book’s production funded in a hit Kickstarter campaign.

Goodreads reviews: “Beautiful, vulnerable book about one of my very favourite games.” “One of the strongest boss fight books I’ve read.” “Insightful, profound, and entertaining.”

Life is Strange (Boss Fight Books #39)

by Kaitlin Tremblay

**ISBN: 978-1-940535-40-1 * Paperback * \$15.95
144 pages * 5x7 in. * On sale 4/14/26 * Video Games, Popular Culture**

Despite its time travel mechanics, high stakes, and pulpy murder plot, Don’t Nod Entertainment’s 2015 adventure game *Life is Strange* stood out from most video games with its unapologetic emphasis on queer romance and friendships.

Yet for all the game’s specificity, players around the world found something of themselves in its protagonist, Max Caulfield, a perceptive yet insecure teen photographer who discovers she has the ability to rewind time itself.

Narrative designer Kaitlin Tremblay offers an intimate close reading of *Life is Strange* through the lenses of personal history, YA fantasy, identity formation, grief, and most of all, choice. If Max is “the sum of all the possible choices that she could make,” as Tremblay writes, then every decision we players make says something about who we are—and who we want to be.

Kaitlin Tremblay is a writer and narrative designer. Currently a narrative director at Soft Rains on Ambrosia Sky, their previous game credits include *A Mortician’s Tale*, *Watch Dogs Legion*, and *Grindstone*. They are the author of two other books on video games: *Collaborative Worldbuilding for Video Games* (CRC Press, 2023) and *Ain’t No Place for a Hero: Borderlands* (ECW Press, 2017). Their full work can be found on their website.



Info/Marketing:

- Our first book about a Game Boy game.
- Covers a Japanese RPG game/series that has never before received such extensive coverage in the English-language market.
- Book's production funded in a hit Kickstarter campaign.

"*Legend of the River King* is the definitive text on a charming little game, a lovely read that justifies Boss Fight Books' entire mission statement. Reading it made me wish that every game I've enjoyed could receive a love letter as thorough and heartfelt as this one." –RPGFan

Legend of the River King (Boss Fight Books #38)

by Alexander B. Joy

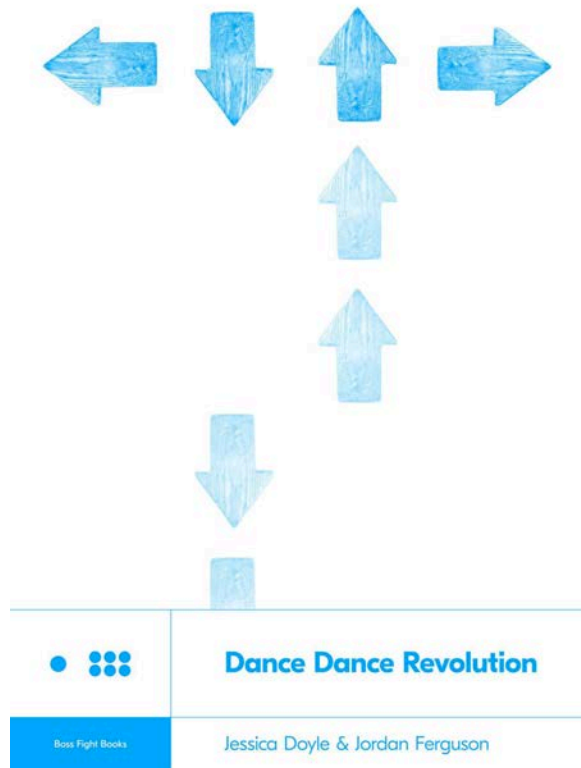
ISBN: 978-1-940535-39-5 * Paperback * \$15.95
240 pages * 5x7 in. * On sale 2/10/26 * Video Games, Popular Culture

Featuring a baseball-capped kid who leaves his tiny village for the wilds beyond to catch valuable creatures, Victor Interactive's 1998 Game Boy classic *Legend of the River King* arrived in North America mere months before *Pokémon Red* and *Blue*, raising the question: What if *River King*, the world's first portable fishing RPG, had been the game to change culture forever?

You're invited to play along with writer and scholar Alexander B. Joy on a travelogue through the game's meadows, forests, lakes, and rivers, stopping along the way to explore *River King's* valuable insights in the fields of art, culture, philosophy, and ecology. Drawing connections to the work of Rachel Carson, Plato, Pearl Jam, David Foster Wallace, Richard Brautigan, and more, Joy shows *River King* to be a work of art in its own right.

Whether you're a diehard fan of the game or just learning of it now, Joy's work of digital nature writing encourages readers to take a closer look at *River King's* surprisingly rich meditations on humankind's relation to the natural world, our fragility in the face of elemental forces, and the duty of care we owe other living beings.

Alexander B. Joy is a writer from New Hampshire. He holds a Ph.D. in Comparative Literature from the University of Massachusetts Amherst, and is the editor of *Flaxman Low: Occult Detective* (MIT Press, 2026). Find him on Bluesky at [@aeneas-nin.bsky.social](https://bsky.app/profile/aeneas-nin.bsky.social), and see more of his work at alexanderbjoy.com.



Dance Dance Revolution (Boss Fight Books #37)

by Jessica Doyle and Jordan Ferguson

ISBN: 978-1-940535-38-8 * Paperback * \$15.95
192 pages * 5x7 in. * On sale 6/24/25 * Video
Games, Popular Culture

On September 26, 1998, a video game made its debut in Japanese arcades. It was over seven feet tall and weighed just over 900 pounds. It had no characters, no story, no quests to fulfill or bosses to beat. What it had was a metal platform on which you were supposed to stand, put your feet into the right place at the right time, and dance.

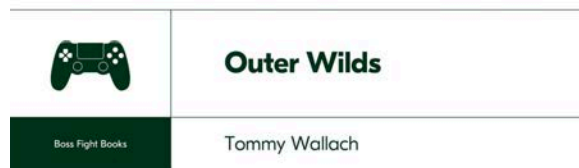
Join two music critics, long-ago players, and Sota Fujimori fans as they take you on the astonishing journey through the artists, influences, and innovators of *Dance Dance Revolution*, a game two and a half decades in the making and still going -- in homes, arcades, and expos.

From its unexpected appearance to its social heyday to its reappearance in the American market, *DDR* has taken many forms -- not all of them sanctioned by Konami. It has spawned community, creativity, competition, lawsuits, 1,000+ songs that range from wacky to tacky to beautiful, and yes, a lot of dancing. While we were all leaning on the back bar, working up a sweat, *DDR* managed to change the world.

Jessica Doyle has a Ph.D. in city planning and a love for writing about the connections between pop music, globalization, and the built environment. She cares for her family in the Atlanta suburbs. **Jordan Ferguson** is the author of *J Dilla's Donuts*, #93 in the 33 1/3 series of record guides, and co-host of the Geekdown, a podcast about fandoms. He lives and works in Toronto, Canada. Find him online @jordan_ferguson.

Info/Marketing:

- About a game with a decades-long fandom, both in arcades and at home.
- Contains original interviews with high-level players and organizers.
- Coauthor wrote a book for the 33 1/3 series.
- Book's production funded in a hit Kickstarter campaign.



Info/Marketing:

- About a beloved and forward-thinking indie video game.
- The book's subject, author, and publisher are all based in Los Angeles.
- Contains original interviews with the game's creators.
- Written by a bestselling novelist.
- Book's production funded in a hit Kickstarter campaign.

Outer Wilds (Boss Fight Books #36)

by Tommy Wallach

**ISBN: 978-1-940535-37-1 * Paperback * \$15.95
192 pages * 5x7 in. * On sale 5/20/25 * Video Games, Popular Culture**

Maybe it's happened to you too. You're talking to a friend about your favorite games, and their voice suddenly drops to a whisper. "Have you played...*Outer Wilds*?" When you ask what makes the game so special, their only response is a smile and a promise: "Go play it. You'll see." After enough of these cryptic conversations, you finally try the game—and suddenly you're the one praising *Outer Wilds* to anyone who will listen.

In this volume, novelist and escape room designer Tommy Wallach explains how a project that began as a USC student's master's thesis ended up winning "Game of the Year" from *Giant Bomb*, *Polygon*, *Eurogamer*, and *The Guardian*. Along the way, he'll discuss how *Outer Wilds* uses theme to reconcile the age-old battle between narrative and gameplay; how its unique form of knowledge-based gating spurs player curiosity; how it offers up true mystery without resorting to videogame-y puzzles; and how its spectacular DLC, *Echoes of the Eye*, remains true to the spirit of the base game while transforming its tone completely.

Tommy Wallach is a writer working in fiction, musical theater, screenwriting, tabletop games, and escape rooms. He's published five novels, including the NYTimes bestselling *We All Looked Up*. His limited series *JonBenet*, starring Melissa McCarthy and Clive Owen, will be released on Paramount+ in 2025. Tommy is also co-owner of LA-based immersive company *Hatch Escapes*, creators of *Lab Rat*, *Mother of Frankenstein*, and the THEA-award winning experience *The Ladder*.



Info/Marketing:

- About a stylish and funny indie hit game with broad appeal.
- Based on original interviews with the game's creators.
- Book's production funded in a hit Kickstarter campaign.
- Boss Fight's first book from a writer outside the United States.

Untitled Goose Game (Boss Fight Books #35)

by James O'Connor

ISBN: 978-1-940535-36-4 * Paperback * \$15.95
200 pages * 5x7 in. * On sale 1/28/2025 * Video Games, Popular Culture

It's a beautiful day in the village, and you are a horrible goose, ready to wreak charming havoc on the weary locals. You'll ruin their gardens, invade their pub, and terrorize their children. What kind of scoundrels would make such a devious game?

Before the critical acclaim, the tweets from celebrities, the major awards, the memes, the fan art, and the legion of players, *Untitled Goose Game* was just the goofy dream of House House, four friends in Melbourne, Australia. What began with a photo of a goose and the joking caption "Let's make a game about this" transformed into one of the wittiest and most stylish games of its generation.

Through interviews with the creators and their co-conspirators, journalist and developer James O'Connor tells the story of how this indie megahit came to be, revealing how the team succeeded by evolving their friendship into an art practice, contributing to the wider Australian game development scene, trusting their own good taste, and never, ever naming their game. Honk!!

James O'Connor has been writing about games for most of his adult life. His work has been featured on IGN, GameSpot, Edge, and beloved Australian magazine institutions *Hyper* and *PC PowerPlay*. He has also worked as an academic, teacher, game developer, and in a handful of other roles around games. In 2023, he won the Best Game Reviewer award at the Samsung IT Journalism Awards, and he recently served as the narrative lead on mobile game *Power Rangers: Mighty Force*. He lives in Adelaide with his partner and their two cats.



Info/Marketing:

- About one of the most important MMORPGs of all time, a game that was a huge influence on World of Warcraft and many others.
- Based largely on original interviews with the game's creators.
- Book's production funded in a hit Kickstarter campaign.

EverQuest (Boss Fight Books #34)

by Matthew S. Smith

ISBN: 978-1-940535-35-7 * Paperback * \$15.95
224 pages * 5x7 in. * On sale 12/3/24 * Video Games, Popular Culture

"You're in our world now." This bold tagline led Sony's 1999 ad blitz for EverQuest, the year's most anticipated massively multiplayer game. Though just five words long, it challenged players to live in a virtual world beyond anything they'd experienced before—and delivered. The game that proved the MMORPG's potential, EverQuest outsold all prior entries in the genre and was the most popular subscription game in North America for five years until Blizzard's World of Warcraft overthrew it. Yet EverQuest lives on, with tens of thousands of players logging in every day.

Based on new interviews with EverQuest developers and veteran MMORPG developers, journalist Matthew S. Smith explores EverQuest's unlikely creation at a studio built to develop sports games, a rocky release which overwhelmed the game's ill-prepared datacenter, the enticing game loops that placed EverQuest in a media firestorm around gaming addiction, and the real-money black market for EverQuest items that foretold the future of digital goods.

Matthew S. Smith is a technology and gaming journalist from Portland, Oregon. His work is published in IEEE Spectrum magazine, Wired, The Verge, Kotaku, PC World, and USA Today, among other publications. Matthew also films and edits short documentaries about retro PC games on his YouTube channel, Computer Gaming Yesterday.



“A wonderful look into the early iterations of Animal Crossing, their history, and most importantly, the amorphous, indefinable quality that makes them so special.” - Goodreads

Info/Marketing:

- Boss Flight's most popular book of 2024.
- Author is a popular figure in the video game community for her work in video game history and restoration.
- Heavily researched, often from Japanese texts never-before-translated into English.
- Book's production funded in a hit Kickstarter campaign.

Animal Crossing (Boss Fight Books #33)

by Kelsey Lewin

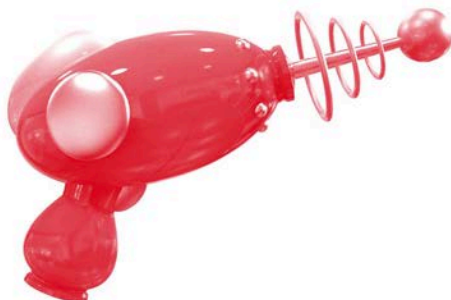
**ISBN: 978-1-940535-34-0 * Paperback * \$15.95
256 pages * 5x7 in. * On sale 8/15/24 * Video Games, Popular Culture**

Before the world of Animal Crossing became a pandemic lifeline for millions, the “social sim” communication game Dōbutsu no Mori, or “Animal Forest,” debuted in 2001 on Nintendo 64 in Japan, then once again in 2002 on GameCube to critical and commercial success all over the world.

An open-ended casual game ahead of its time, Animal Crossing set the stage for the series's many incarnations to come with its focus on building community and friendship, its in-game currency of Bells, and its village of Animalese-speaking friends like Tom Nook, K.K. Slider, and the mean Mr. Resetti. You could visit the villages of your friends and give them gifts—all without being connected to the internet.

Video game preservationist and historian Kelsey Lewin tells the story of how a mundane-sounding game full of bug-catching, letter-writing, and furniture-collecting became one of Nintendo's best-loved franchises, with Animal Crossing: New Horizons eclipsing Super Mario Bros. for all-time sales in Japan, unlocking gaming's massive potential to tap into our desire to plant trees, find friends, and make the world a better place.

Kelsey Lewin is a writer, podcaster, business owner, and video game historian. She's the co-owner of retro game stores Pink Gorilla Games in Seattle, Washington, and previously served as the co-director of The Video Game History Foundation.



"Mackey's passion and thorough research emanate from every chapter of this book. It's a quick, entertaining, and insightful read for fans of Day of the Tentacle, for fans of all adventure games, and for fans of how great games are made." - David L. Craddock

Info/Marketing:

- Told from original interviews with the game's developers.
- Boss Fight's first book in an oral history format.
- Features an afterword from Tim Schafer.
- Book's production funded in a hit Kickstarter campaign.

Day of the Tentacle (Boss Fight Books #32)

by Bob Mackey

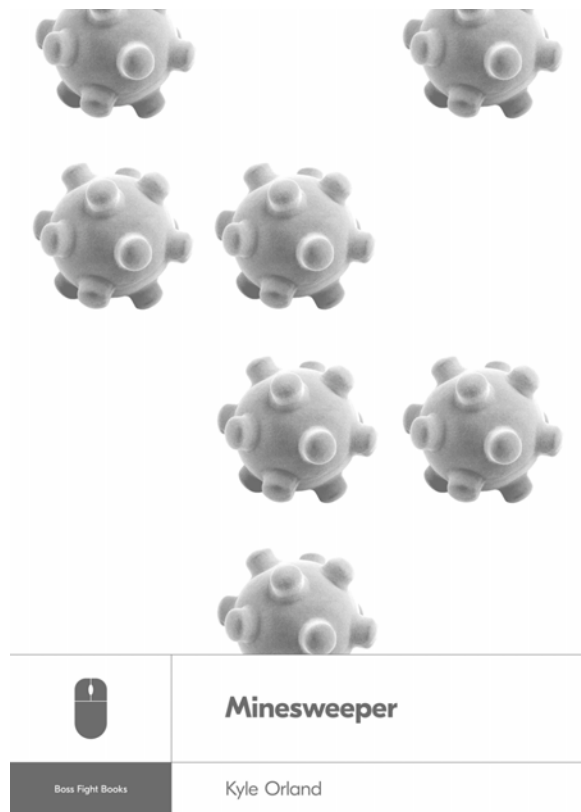
ISBN: 978-1-940535-33-3 * Paperback * \$15.95
160 pages * 5x7 in. * On sale 10/9/23 * Video Games, Popular Culture

Six years after helping the Edison family defeat the designs of a malevolent meteor in Maniac Mansion, college student and classic nerd Bernard Bernoulli once again finds himself at the front door of the infamous mansion. With two weird friends, Hoagie and Laverne, Bernard must stop the evil Purple Tentacle from conquering the world.

Dave Grossman and Tim Schafer's 1993 time-trotting point-and-click adventure game Day of the Tentacle brought LucasArts' game design to a new standard of excellence with smart puzzles, hilarious characters, and an animation style that harkened back to classic Warner Bros. cartoons. And somehow, they fit it all on a fat stack of floppy disks!

In this definitive oral history as told by the game's designers, musicians, and artists, writer Bob Mackey tells the inside story of Day of the Tentacle's lightning-in-a-bottle production, and reveals how two first-time directors boiled down the lessons of past adventure games into a tight and satisfying experience, how their team grappled with evolving technology to achieve the coveted status of "multimedia" at the dawn of the CD-ROM age, and how a remastered edition brought Tentacle to a new generation of fans.

Bob Mackey is a writer, podcaster, and video game historian, and has been the co-host of the gaming podcast, Retronauts, since 2011. He's also the co-host and co-creator of the Talking Simpsons and What a Cartoon podcasts, and transitioned to being a full-time podcaster after video game websites simply stopped existing. You can find him in Vancouver, BC with his wife and parrot, though often not at the same time.



Minesweeper (Boss Fight Books #31)

by Kyle Orland

ISBN: 978-1-940535-32-6 * Paperback * \$15.95
208 pages * 5x7 in. * On sale 7/12/23 * Video
Games, Popular Culture

If you had some free time and a Windows PC in the 1990s, your mouse probably crawled its way to Minesweeper, an exciting watch-where-you-click puzzle game with a ticking clock and a ton of “just one more game” replayability.

Originally sold as part of a “big box” bundle of simple games, Minesweeper became a cornerstone of the Windows experience when it was pre-installed with every copy of Windows 3.1 and decades of subsequent OS updates. Alongside fellow Windows gaming staple Solitaire, Minesweeper wound up on more devices than nearly any other video game in history.

Sweeping through a minefield of explosive storylines, Journalist Kyle Orland reveals how Minesweeper caused an identity crisis within Microsoft, ensnared a certain Microsoft CEO with its addictive gameplay, dismayed panicky pundits, micromanagers, and legislators around the world, inspired a passionate competitive community that discovered how to break the game, and predicted the rise of casual gaming by nearly two decades.

"Your next book should be Minesweeper by Kyle Orland. All of the Boss Fight Books' books are fantastic and this one is no different. [...] This is for gamers who remember Windows 3.1 just like I do and for gamers who think Minesweeper is a free-to-play game on the Microsoft Store." - Dear Gamers

"Kyle Orland's Minesweeper is a great example of how everything we listen to, watch, and play has a story behind it regardless of whether we look into it." - Nerds of a Feather Flock Together

Info/Marketing:

- Writeups/Excerpts in Kotaku, Ars Technica, and PC Gamer.
- Appeared on Retronauts and Video Game History Foundation podcasts.
- Book's production funded in a hit Kickstarter campaign.

Kyle Orland began writing about video games at the age of 14, when he founded '90s fan site Super Mario Bros. HQ on his parents' AOL web space. Since then he's put together a career writing millions of aggregate words about games for NPR, MSNBC, Electronic Gaming Monthly, and Paste Magazine. He's been the Senior Gaming Editor at Ars Technica since 2012.



PaRappa the Rapper (Boss Fight Books #30)

by Mike Sholars

ISBN: 978-1-940535-31-9 * Paperback * \$15.95
200 pages * 5x7 in. * On sale 6/6/23 * Video Games, Popular Culture

In the mid-90s, a Japanese prog rock star, an American visual artist, and their small team of collaborators made a colorful cartoon hip hop rhythm game that looked and played (and kicked! and punched!) like nothing else on the market. Initially dismissed by some as a curiosity, PaRappa the Rapper was a hit with players that would eventually sell millions of copies, receive two sequels, and inspire entire genres into being. And for author Mike Sholars, PaRappa left a lasting impact.

Featuring exclusive interviews with creators Masaya Matsuura and Rodney Greenlat, original voice cast member Sandra Williams, and a medley of sharp game critics and music experts, Sholars' PaRappa the Rapper is equal parts recap, remix, and recollection.

Sholars uses his love of hip hop and gaming to celebrate PaRappa's unprecedented mechanics, art, humor, cultural specificity, and uplifting themes as he pairs energetic game history with personal memoir to explain how a game about a rapping dog helped him feel seen when he needed it the most. Funny, informative, and sincere, Sholars' book is a heartfelt reminder why we all gotta believe.

Mike Sholars is a writer, editor, podcast host, Creative Director, and former full-time journalist who got tired of getting laid off all the time. His work can be found in HuffPost, Kotaku, Polygon, and VICE. He lives in Toronto, Canada.

"Mike did an excellent job of recounting the game's history and weaving it into his personal history. It is a wonderful book." - Video Game Book Club

"Really enjoyed Mike Sholars' PARAPPA THE RAPPER - a funny, heartwarming, and informative tribute to a delightful oddball of a game. Excellent reporting and interviewing of the team involved as well!" - Eric Stirpē, lead writer of Control 2

Info/Marketing:

- Boss Fight's first book about a rhythm music game.
- Book's production funded in a hit Kickstarter campaign.



"Absolutely the best book I've read about a videogame -- or a film -- and I'm not just saying that because it's, you know, GoldenEye. It's warm, personable, and surprisingly filled with minor dramatic incidents." - Martin Hollis, Director of GoldenEye 007

"The writing is excellent [...] clear-eyed and yet profoundly informative about a halcyon era in video games. The wealth of information, anecdotes, and analysis is delightful." - The-Pixels

"GoldenEye 007 (the book) is a thrill to read, just like GoldenEye 007 (the game) is to play." - Max Frequency

Info/Marketing:

- Based on original interviews with the game's developers at Rare.
- Hardcover deluxe edition available with exclusive "making of" images.

GoldenEye 007 (Boss Fight Books #29)

by Alyse Knorr

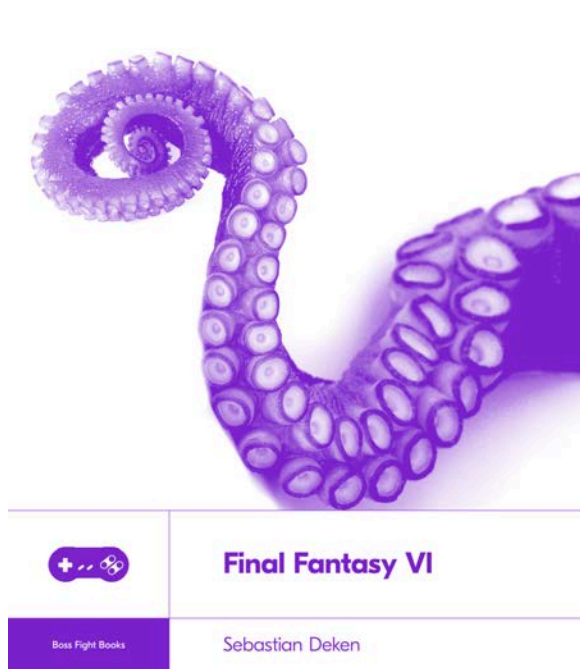
ISBN: 978-1-940535-29-6 * Paperback * \$14.95
256 pages * 5x7 in. * On sale 12/1/222 * Video Games, Popular Culture

Bond—James Bond. In the 80s and 90s, the debonair superspy's games failed to live up to the giddy thrills of his films. That all changed when British studio Rare unleashed GoldenEye 007 in 1997. In basements and college dorms across the world, friends bumped shoulders while shooting, knifing, exploding, and slapping each other's digital faces in the Nintendo 64 game that would redefine the modern first-person shooter genre and become the most badass party game of its generation.

But GoldenEye's success was far from a sure thing. For years of development, GoldenEye's team of rookie developers were shooting in the dark with no sense of what the N64 or its controller would be like, and the game's relentless violence horrified higher-ups at squeaky clean Nintendo. As development lagged far behind the debut of the tie-in film GoldenEye, the game nearly came out an entire Bond movie too late.

Through extensive interviews with GoldenEye's creators, writer and scholar Alyse Knorr traces the story of how this unlikely licensed game reinvigorated a franchise and a genre. Learn all the stories behind how this iconic title was developed, and why GoldenEye 007 has continued to kick the living daylights out of every other Bond game since.

Alyse Knorr is an associate professor of English at Regis University and the co-editor of Switchback Books. She is the author of the 2016 Boss Fight book, Super Mario Bros. 3.



"I fell in love with FFVI all over again and relived it through the music because of this book."
—RPGFan

"Remarkably well-researched. [...] Even if you're a more casual fan of Final Fantasy or games in general, Deken's Final Fantasy VI makes for an illuminating read on both a gaming classic and the evolution of music in the medium."—Mobile Syrup

"I learned so much. I can tell you what chests to leave for the World of Ruin, all of Sabin's blitz combo inputs or how to earn infinite experience early on but never realized how vital the game's music is as a whole."—Obilisk

Info/Marketing:

- Boss Fight's first book that focuses on video game music.
- Book's production funded in a hit Kickstarter campaign.

Final Fantasy VI (Boss Fight Books #28)

by Sebastian Deken

ISBN: 978-1-940535-28-9 * Paperback * \$14.95
224 pages * 5x7 in. * On sale 7/13/21 * Video Games, Popular Culture

Terra the magical half-human. Shadow the mysterious assassin. Celes the tough, tender general. Kefka the fool who would be god. Each of the many unforgettable characters in Final Fantasy VI has made a huge impression on a generation of players, but why do we feel such affection for these 16-bit heroes and villains as so many others fade? The credit goes to the game's score, composed by the legendary Nobuo Uematsu.

Armed with newly translated interviews and an expert ear for sound, writer and musician Sebastian Deken conducts a critical analysis of the musical structures of FF6, the game that pushed the Super Nintendo's sound capabilities to their absolute limits and launched Uematsu's reputation as the "Beethoven of video game music."

Deken ventures deep into the game's lush soundscape—from its expertly crafted leitmotifs to its unforgettable opera sequence—exploring the soundtrack's lasting influence and how it helped clear space for game music on classical stages around the world.

Sebastian Deken is a writer and musician born in St. Louis, Missouri. He studied music and French literature at Washington University in St. Louis, then went on to receive his MFA in nonfiction writing from Columbia University School of the Arts.



Silent Hill 2 (Boss Fight Books #27)

by Mike Drucker

ISBN: 978-1-940535-27-2 * Paperback * \$14.95
176 pages * 5x7 in. * On sale 1/26/21 * Video
Games, Popular Culture

A troubled man travels to a mysterious town from his past after receiving a letter from his wife... who's been dead for years. And while our "hero" explores dark corridors and battles countless disturbing enemies, his journey offers more psychological horror than survival horror. Welcome to Silent Hill, where the monster is you.

	Silent Hill 2
Boss Fight Books	Mike Drucker

"The book is an easy recommendation for any fan of Silent Hill 2, or anyone who is looking to read more about how games are capable of telling personal tales by rejecting the traditional structures of the genre."—Bloody Disgusting

"Silent Hill 2 is worth reading even for people who have never played eponymous title. [...] [Drucker's] wit, knowledge and insight kept me riveted."—The Denver Post

"Drucker shines a flashlight on things you may have overlooked. [...] if you've got fond memories of Silent Hill 2 or you just want to know about the fuss is all about, it's a must-read."—GameSpew

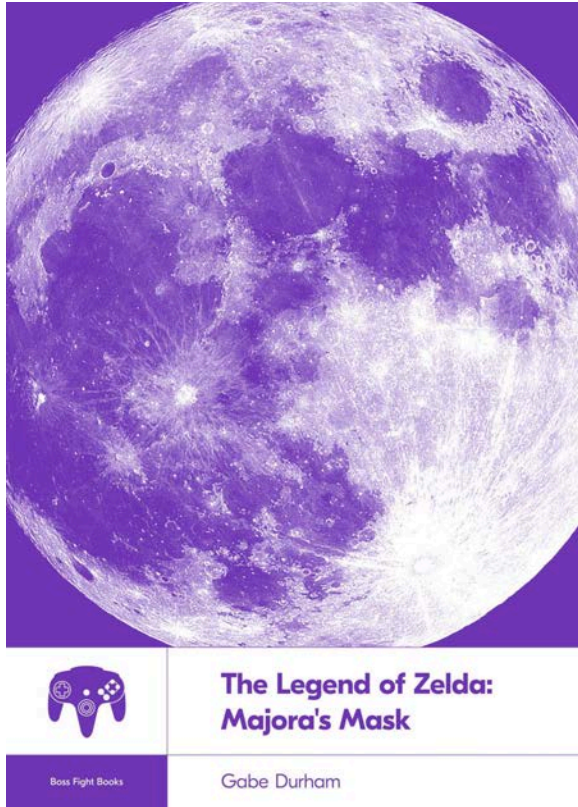
Info/Marketing:

- A deep critical look at one of the greatest horror games with a light touch from a master of American comedy.
- One of Boss Fight's bestselling books.
- Book's production funded in a hit Kickstarter campaign.

Silent Hill 2 doubles down on what made the first game so compelling: The feeling of being lost in a foggy, upside-down town as unsettling as it is familiar. Nearly two decades after first experiencing Silent Hill 2, writer and comedian Mike Drucker returns to its dark depths to explore how this bold video game delivers an experience that is tense, nightmarish, and anything but fun.

With an in-depth and highly personal study of its tragic cast of characters, and a critical examination of developer Konami's world design and uneven marketing strategy, Drucker examines how Silent Hill 2 forces its players to grapple with the fact that very real-world terrors of trauma, abuse, shame, and guilt are far more threatening than any pyramid-headed monster could ever be.

Mike Drucker is a writer and comedian living in New York City. He is the co-head writer for Full Frontal with Samantha Bee, and he's previously written for The Tonight Show Starring Jimmy Fallon, and Adam Ruins Everything.



"Highly recommended."—5/5, The Newest Rant

"If you're a fan of this game, you NEED to read this book!"—All N: a Nintendo Podcast

"I've read all 26 of the Boss Fight Books books, including both of Gabe's own books. This newest entry in the publisher's catalog has become my favorite."—Caleb J. Ross

Info/Marketing:

- A deep critical look at the darkest and most mysterious Legend of Zelda game.
- Features original interview with English localizer Jason Leung.
- Book's production funded in a hit Kickstarter campaign.

Majora's Mask (Boss Fight Books #26)

by Gabe Durham

ISBN: 978-1-940535-26-5 * Paperback * \$14.95
192 pages * 5x7 in. * On sale 10/26/20 * Video Games, Popular Culture

You've met with a terrible fate, haven't you? Those grim words hang over the entirety of Majora Mask, the sixth entry in the Legend of Zelda series. In his darkest adventure, Link must relive the same three days over and over again to prevent the moon from colliding into the kingdom of Termina and ending the world.

Made with a small team in a single year for the Nintendo 64 from the assets of its predecessor, Majora's Mask could have been a shameless cash-in—but instead has gained wide recognition as the most mysterious, mature, and touching game in the series. It's also the Zelda game that has inspired more inventive fan theories and bone-chilling internet horror stories than might be expected from a high-fantasy adventure.

Through rigorous research and a new in-depth interview with Majora's North American localizer, Jason Leung, writer and editor Gabe Durham investigates the relationship between Majora's fast-paced, adaptive development and the meaning projected onto its story by players—and shines a light on the strange and tumultuous romance between art and fandom.

Gabe Durham is the founding editor & publisher of Boss Fight Books. He is the author of a previous Boss Fight entry, Bible Adventures, and a novel, Fun Camp. He lives in Los Angeles.



"A rewarding read that will leave you'll with a greater understanding and appreciation of this shlocky survival horror classic."—GameSpew

"A Resident Evil fan's dream."—Cubed3

"It's an extremely entertaining look at all aspects of horror, as well as an unexpectedly touching story of growing up in a small town with only movies and games to occupy one's time." 4.5/5—Geek to Geek Media

Info/Marketing:

- A history and celebration of the game that created the Survival Horror genre.
- Features interviews with the game's voice actors and and cutscene actors.
- Book's production funded in a hit Kickstarter campaign.

Resident Evil (Boss Fight Books #25)

by Philip J Reed

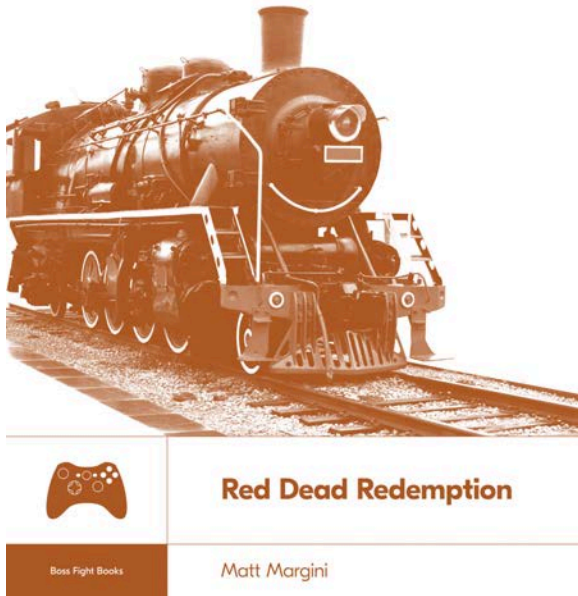
**ISBN: 978-1-940535-25-8 * Paperback * \$14.95
176 pages * 5x7 in. * On sale 8/25/20 * Video Games, Popular Culture**

Now a sprawling video game franchise, Resident Evil has kept us on the edge of our seats for decades with its tried-and-true brand of jump scares, zombie action, and biological horror. But even decades after its release, we can't stop revisiting the original's thrills, chills, and sometimes unintentional spills.

Pop culture writer and horror cinephile Philip J Reed takes dead aim at 1996's *Resident Evil*, the game that named and defined the genre we now call "survival horror." While examining *Resident Evil's* influences from the worlds of film, literature, and video games alike, Reed's love letter to horror examines how the game's groundbreaking design and its atmospheric fixed-cam cinematography work to thrill and terrify players—and why that terror may even be good for you.

Featuring a foreword from Troma Entertainment legend Lloyd Kaufman and new interviews with the game's voice actors and its live-action cast, the book serves as the master of unlocking the behind-the-scenes secrets of *Resident Evil*, and shows how even a game filled with the most laughable dialogue can still scare the pants off of you.

Philip J Reed is an award-winning author and critic living in Denver, Colorado. He has written about games for outlets including Nintendo Life and TripleJump.



"Lots of deep thought on the history of the Western and American Frontier and how RDR fits in."—Simon Carless

"In this extraordinary book, Margini shows how the fusion of the myth of the West with open-world design created the ultimate modern game."—Michael Clune, author of GAMESLIFE

'A deeply thoughtful and provocative contemplation, equally celebratory and interrogative, of a work that drew from American cinema's idea of America's past, even as it redrew video gaming's future.'—Simon Parkin

Info/Marketing:

- A deep critical look at how Red Dead Redemption fits into the Western genre.
- Book's production funded in a hit Kickstarter campaign.

Red Dead Redemption (Boss Fight Books #24)

by Matt Margini

**ISBN: 978-1-940535-24-1 * Paperback * \$14.95
224 pages * 5x7 in. * On sale 7/7/20 * Video Games, Popular Culture**

First garnering both dismissal and intrigue as "Grand Theft Horse," Rockstar Games' 2010 action-adventure Red Dead Redemption was met on its release with critical acclaim for its open-world gameplay, its immersive environments, and its authenticity to the experience of the Wild West. Well, the simulated Wild West, that is.

Boss Fight invites you to find out how the West was created, sold, and marketed to readers, moviegoers, and gamers as a space where "freedom" and "progress" duel for control of the dry, punishing frontier. Join writer and scholar Matt Margini as he journeys across the broad and expansive genre known as the Western, tracing the lineage of the familiar self-sufficient loner cowboy from prototypes like Buffalo Bill, through golden age icons like John Wayne and antiheroes like Clint Eastwood's "Man with No Name," up to Red Dead's John Marston.

With a critical reading of Red Dead's narrative, setting, and gameplay through the lens of the rich and ever-shifting genre of the Western, Margini reveals its connections to a long legacy of mythmaking that has colored not only the stories we love to consume, but the histories we tell about America.

Matt Margini is a writer whose essays on games, books, and movies have appeared in The New Yorker, The Atlantic, The Los Angeles Review of Books, Kill Screen, and Public Books, where he serves as video game editor.



“Nathan Rabin and Brock Wilbur show that behind even the most forgettable trash culture footnote lies a fascinating, horrifying, weirdly poignant story.” —Elliott Kalan (MST3K, The Daily Show)

“There is no keener observer of pop culture than Nathan Rabin.”—Justin McElroy

“I read this book in one night and it’s goddamn brilliant - thoughtful, funny as hell, ingeniously structured to capture the wit and clarity of two of my favorite writers, highly recommended.”—Jason Bailey

Info/Marketing:

- A history of a bad yet fascinating game embroiled in controversy.
- Based on original interviews with the team at Running with Scissors and filmmaker Uwe Boll.
- Book’s production funded in a hit Kickstarter campaign.

Postal

(Boss Fight Books #23)

by Brock Wilbur and Nathan Rabin

ISBN: 978-1-940535-22-7 * Paperback * \$14.95
176 pages * 5x7 in. * On sale 4/7/20 * Video Games, Popular Culture

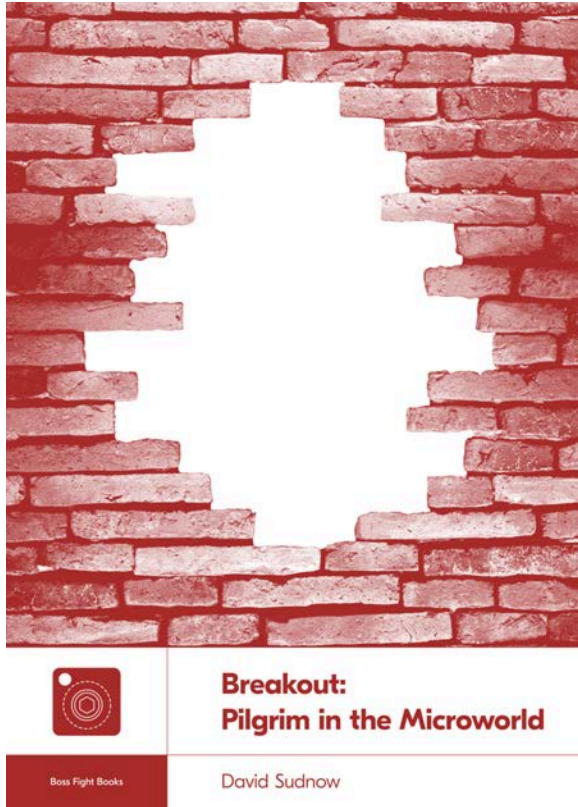
In 1997, game studio Running With Scissors released its debut title, *Postal*, an isometric shooter aimed at shocking an imagined pearl-clutching public. The game was crass, gory, and dumb—all of which might have been forgivable if the game had been any fun to play.

Postal gained enough notoriety from riding the wave of public outrage to warrant a sequel. And DLC. And a remake. And, perhaps most surprising of all, a Golden-Raspberry-winning feature film adaptation directed by the infamous Uwe Boll.

In this thoughtful and hilarious tag-team performance, Brock Wilbur & Nathan Rabin probe the fascinatingly troubled game and film for what each can tell us about shock culture & mass shootings, interviewing the RWS team and even Boll himself for answers. Like it or not, *Postal* is the franchise that won’t die—no matter how many molotov cocktails you throw at it.

Brock Wilbur is a comedian and writer who is married to prominent feminist political journalist Vivian Kane, and cohabitates with three terrible cats. He produces political podcasts for Crooked Media, works in special projects for Riot Games, and serves as Editor-in-Chief of Kansas City’s *The Pitch*.

Nathan Rabin is the author of six books, the proprietor of Nathan Rabin’s *Happy Place* and the cohost of the *Travolta/Cage* podcast. He lives in Atlanta with his wife, dog and two sons.



"An engaging personal experience with just enough social commentary to reassure parents that all those quarters may not be lost in vain."—Kirkus Reviews

"Exhilarating [...] whether or not you have ever played a video game."—The San Francisco Chronicle

"Brilliant [...] a most serious study, portending the inevitable changes in the way we view our world."—Booklist

Info/Marketing:

- A lost classic of video game writing back in print after decades.
- Excerpt appearing in Polygon and Kotaku.
- Contains a brand new foreword on the book and game's legacies.
- Book's production funded in a hit Kickstarter campaign.

Breakout: Pilgrim in the Microworld (Boss Fight Books #22)

by David Sudnow

ISBN: 978-1-940535-23-4 * Paperback * \$14.95
224 pages * 5x7 in. * On sale 2/26/20 * Video Games, Popular Culture

Just as the video game console market was about to crash into the New Mexico desert in 1983, professor and sociologist David Sudnow was unearthing the secrets of "eye, mind, and the essence of video skill" through an exploration of Atari's Breakout, one of the earliest hits of the arcade world.

Originally released under the title Pilgrim in the Microworld, Sudnow's groundbreaking longform criticism of a single game predates the rise of game studies by decades. While its earliest critics often scorned the idea of a serious book about an object of play, the book's modern readers remain fascinated by an obsessive, brilliant, and often hilarious quest to learn to play Breakout just as one would learn the piano.

Featuring a new foreword and freshly edited text, Breakout makes a perfect addition to Boss Fight's lineup of critical, historical, and personal looks at single video games. We're proud to restore this classic to print and share with new audiences Sudnow's wild pilgrimage into the limitless microworld of play.

David Sudnow is the author of *Passing On: The Social Organization of Dying* and the piano theory book *Ways of the Hand*, for which he received a Guggenheim Fellowship. Until his passing in 2007, Sudnow taught piano from his own popular *Sudnow Piano Method* to thousands of students throughout the world.



NBA Jam (Boss Fight Books #21)

by Reyan Ali

**ISBN: 978-1-940535-20-3 * Paperback * \$14.95
224 pages * 5x7 in. * On sale 10/6/19 * Video
Games, Popular Culture**

When NBA Jam dunked its way into arcades in 1993, players discovered just how fun basketball can be when freed from rules, refs, and gravity itself. But just a few years after the billion-dollar hit conquered the world, developer Midway, publisher Acclaim, and video arcades themselves fell off the map. How did a simple two-on-two basketball game become MVP of the arcade, and how did this champ lose its title?

Journalist Reyan Ali dives deep into the saga, tracking the people and decisions that shaped the series. You'll get to know mischievous Jam architect Mark Turmell, go inside Midway's Chicago office where hungry young talent tapped into cutting-edge tech, and explore the sequels, spin-offs, and tributes that came in the game's wake.

Built out of exhaustive research and original interviews with a star-studded cast—including Turmell and his original development team, iconic commentator Tim Kitzrow, businessmen and developers at Midway and Acclaim alike, secret characters George Clinton and DJ Jazzy Jeff, Doom co-creator John Romero, and 1990s NBA demigods Glen Rice and Shaq—Ali's NBA Jam returns you to an era when coin-op was king.

Reyan Ali is a writer from Columbus, Ohio. His work has been published by Wired, Spin, The Atlantic, The A.V. Club, and alt-weekly papers across the country.

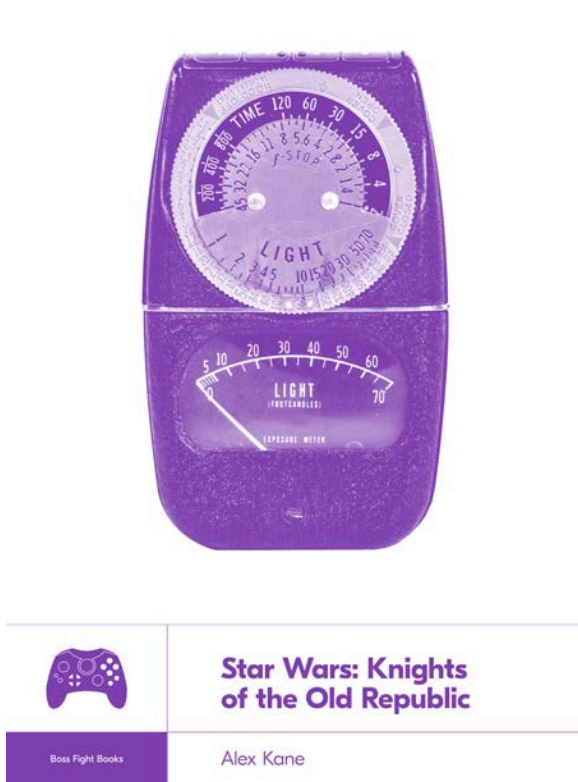
"Reyan did an amazing job and tells the story wonderfully."—Tim Kitzrow, NBA Jam announcer

"Ali's book is an ideal read for video game and basketball fans as well as casual readers."—Fansided

"Ali provides the perspective and insight of a professional historian ... [Jam] bestows the reader with a comprehensive understanding of the climate and process behind '90s sports video games."—Eric Griffith, Blazer's Edge

Info/Marketing:

- A history of one of the most beloved and influential sports games of all time.
- Based on original interviews with the team at Midway and Acclaim.
- Film rights have been optioned to be the basis of a major documentary.
- Book's production funded in a hit Kickstarter campaign.



Star Wars: Knights of the Old Republic

(Boss Fight Books #20)

by Alex Kane

ISBN: 978-1-940535-21-0 * Paperback * \$14.95
128 pages * 5x7 in. * On sale 4/9/19 * Video Games, Popular Culture

Set an even longer time ago in a galaxy far, far away, BioWare's 2003 Star Wars: Knights of the Old Republic wowed players with its compelling characters, lightsaber customization, complex morality choices, and one of the greatest plot twists in both video game and Star Wars history. But even for veteran studios like LucasArts and BioWare, the responsibility of making both a great game and a lasting contribution to the Star Wars canon was no easy task.

Featuring extensive new interviews with a host of KotOR's producers, writers, designers, and actors, journalist Alex Kane weaves together an epic oral history of this classic game, from its roots in tabletop role-playing and comic books, to its continued influence on big-screen Star Wars films. Whether you align with the light or the dark side, you're invited to dive into this in-depth journey through one of the most beloved Star Wars titles of all time.

Alex Kane is a journalist based in west-central Illinois. He has written for Polygon, the website of Rolling Stone, StarWars.com, Variety, and other publications. This is his first book.

"Alex Kane has written a fine book about how one the best video games ever made was created. It's everything you've always wanted to know about a truly fascinating game." —Tom Bissell, author of *The Disaster Artist*

"Vigorously researched, accessibly written, and—most importantly—total fun from start to finish." —Blake J. Harris, author of *Console Wars*

Info/Marketing:

- An oral history of an important RPG, and perhaps the best Star Wars game.
- Based on original interviews with the team at BioWare and LucasArts.
- Excerpt appeared in Polygon and Kotaku.
- Book's production funded in a hit Kickstarter campaign.



“Through storytelling and interviews, David Craddock chronicles the ups and downs of development while sharing insight into the developer’s approach to design. A compelling read that will satisfy both fans and developers alike.” - Justin Ma, co-creator, FTL: Faster Than Light and Into the Breach

Info/Marketing:

- An oral history of one of the great retro platformers of our time.
- Based on original interviews with the team at Yacht Club Games.
- Excerpt appeared in Polygon and Kotaku.
- Book’s production funded in a hit Kickstarter campaign.
- Readings planned in Los Angeles.

Shovel Knight (Boss Fight Books #19)

by David L. Craddock

ISBN: 978-1-940535-17-3 * Paperback * \$14.95
224 pages * 5x7 in. * On sale 10/16/18 * Video Games, Popular Culture

In 2014, Yacht Club Games released its very first game, Shovel Knight, a joyful 2D platformer that wears its NES influences on its sleeve. This unlikely pastiche of 8-bit inspirations manages to emulate the look, feel, and even the technical limitations of nostalgic titles like Mega Man, Zelda II, and Castlevania III—imbued with a contemporary sense of humor and self-awareness. But how is a fundamentally retro game created in the modern era? And what do the games of the past have to teach today’s game designers?

Based on extensive original interviews with the Yacht Club Games team, writer David L. Craddock unearths the story of a fledgling group of game developers who worked so well together at WayForward Games that they decided to start their own studio. From the highs of Shovel Knight’s groundbreaking Kickstarter to the low lows of its unexpectedly lengthy development, Boss Fight presents a new master class in how a great game gets made. Get ready to steel your shovel and dig into this fascinating oral history. For Shovelry!

David L. Craddock lives with his wife and business partner in Ohio. He is the author of Stay Awhile and Listen, a three-part series that chronicles the history of World of Warcraft developer Blizzard Entertainment and Diablo/Diablo II developer Blizzard North; Break Out: How the Apple II Launched the PC Gaming Revolution by Schiffer Publishing; and HERITAGE, a young adult fantasy novel.



"The game is awesome and the book about its history and legacy is **just as grand.**" - Nintendo World Report

"I **highly** recommend this book." - Final Fantasy Network

Info/Marketing:

- A critical & historical appreciation of a game in one of the most beloved and enduring video game series of all time.
- Based in part on an original in-person interview with the game's creator.
- Excerpt appearing in Kotaku.
- Book's production funded in a hit Kickstarter campaign.
- Readings planned in San Francisco and Los Angeles.

Final Fantasy V (Boss Fight Books #18)

by Chris Kohler

ISBN: 978-1-940535-17-3 * Paperback * \$14.95
192 pages (approx.) * 5x7 in. * On sale 10/24/17
*** Video Games, Popular Culture**

When Final Fantasy V was released for the Japanese Super Famicom in 1992, the fantasy role-playing game was an instant hit, selling two million copies in the first two months alone. But the game was dubbed "too hardcore" for a Western audience and was and was not released outside Japan.

That didn't stop a teenage Chris Kohler from tracking down Final Fantasy V. The young RPG fan got a Japanese copy of the game, used it to teach himself Japanese, and with the help of some internet companions created the first-ever comprehensive English-language FAQ of the game.

Now the acclaimed author of *Power-Up* and an editor at Kotaku, Kohler is revisiting the game that started his career in games journalism. Based on new, original interviews with Final Fantasy V's director, Hironobu Sakaguchi, as well as previously untranslated interviews with the rest of the development team, Kohler's book weaves history and criticism to examine one of the Final Fantasy series's greatest and most overlooked titles.

Chris Kohler is the author of *Power-Up: How Japanese Video Games Gave the World an Extra Life*, and the founding editor of Game|Life, the Webby-nominated video game section of WIRED. He is currently Features Editor of Kotaku, and lives in the San Francisco Bay Area.



"I have **not** read this katamari book, and also I **don't remember** 100% what I told to L. E. Hall in the interviews. But I would recommend this book irresponsibly." - Katamari creator Keita Takahashi

Info/Marketing:

- A critical & historical look at one of the most creative and playful video games of its decade.
- Based on original interviews with the game's creator.
- Excerpt appeared in Kotaku.
- Book's production funded in a hit Kickstarter campaign.
- Readings planned in San Francisco and Los Angeles.

Katamari Damacy (Boss Fight Books #17)

by L.E. Hall

ISBN: 978-1-940535-17-3 * Paperback * \$14.95
192 pages (approx.) * 5x7 in. * On sale 10/16/18
* Video Games, Popular Culture

The universe falls into chaos. The moon and the stars vanish from the night sky. The son of a fickle deity must restore balance to the cosmos... by pushing a sticky ball around and picking up every toothpick, tree, and skyscraper in its path. A plotline this wild could only describe "nah... nah nah nah nah nah nah" Katamari Damacy, the irresistible little cult game turned cultural juggernaut.

But the 2004 release of Katamari almost didn't get the ball rolling. Reviewers worldwide weren't sure how to classify it and initial sales numbers were low. Those who actually played it, though, were won over by its novel gameplay, goofy surrealism, and catchy soundtrack. Pushed into the mainstream by its passionate fans, Katamari remains one of the best video game examples of pure anarchic fun.

Based on new interviews with Katamari creator Keita Takahashi himself, game designer and writer L. E. Hall explores the unlikely story of the game's development, its unexpected success, and its lasting cultural impact. Along the way, she uncovers Katamari's deep roots in Japanese culture, in contemporary art, and in the transformative power of play itself.

L. E. Hall is an artist, writer, puzzle-maker, and immersive environment & narrative designer living in Portland, Oregon. Her work focuses on the intersections between arts, culture, and technology, especially in gaming.



"Kingdom Hearts II is the **perfect** guide." - NowLoading

"If this is the start to a new age of discussion over the series, I welcome it with an **open heart**." - KH Insider

Info/Marketing:

- A deep critical dive into Disney & Square's beloved video game.
- Debut book from well-respected games journalist with wide social media reach.
- Excerpt appearing in Kotaku, with reviews appearing in other major gaming publications.
- Book's production funded in a hit Kickstarter campaign.
- Readings planned in San Francisco and Los Angeles.

Kingdom Hearts II (Boss Fight Books #16)

by Alexa Ray Corriea

ISBN: 978-1-940535-16-6 * Paperback * \$14.95
192 pages (approx.) * 5x7 in. * On sale 5/30/17
* Video Games, Popular Culture

Light and darkness. Heroes and villains. Final Fantasy epics and... Donald Duck? The Kingdom Hearts series has always walked a fine line between masterfully executed crossover and nonsensical fan mashup, but Square-Enix and Disney's inter-company franchise remains beloved throughout numerous sequels, prequels, and remixes. Despite the outlandish premise and convoluted lore, what lies at the heart of Kingdom Hearts is more than familiar to fans of Final Fantasy and Disney alike—friendship.

For games critic and JRPG superfan Alexa Ray Corriea, no game in the series better exemplifies friendship than Kingdom Hearts II. Corriea's close reading of protagonist Sora's struggles and triumphs, his friendship with rival Riku, and his dark journey into oblivion illuminates how the unlikely universe of Kingdom Hearts authentically portrays human relationships better than any solo Final Fantasy or Disney game ever could. Just as Kingdom Hearts II is greater than the sum of its parts, Corriea's exploration of the game's themes and emotional depths reveals how much each of us is stronger for the people who surround us.

Alexa Ray Corriea has been writing about games professionally since 2011. Over the years her work has been seen on G4, Polygon, and GameSpot.



Soft & Cuddly (Boss Fight Books #15)

by Jarett Kobek

ISBN: 978-1-940535-15-9 * Paperback * \$14.95
192 pages * 5x7 in. * On sale 1/24/17 * Video
Games, Popular Culture

A computer game so nauseatingly gory that it came with a barf bag. Bright druggy graphics that sickened scores of proper English parents. Gameplay so violent that it inspired one of Britain's most infamous killing sprees. *Soft & Cuddly*, released for the ZX Spectrum in 1987, wasn't quite any of these things. But in an age of manufactured moral panics, John George Jones's fluorescent punk manifesto sure pissed off a lot of people.

Featuring new interviews with the game's creator, Jarett Kobek's book dives deep into the gritty world of British yellow journalism, snarky computer fanzines, DIY home programming, and Soviet bootleg mixtapes. If Margaret Thatcher's Conservative Party was right that "video nasties" like *Soft & Cuddly* were the epitome of 80s depravity, then this book is headed straight to Hell.

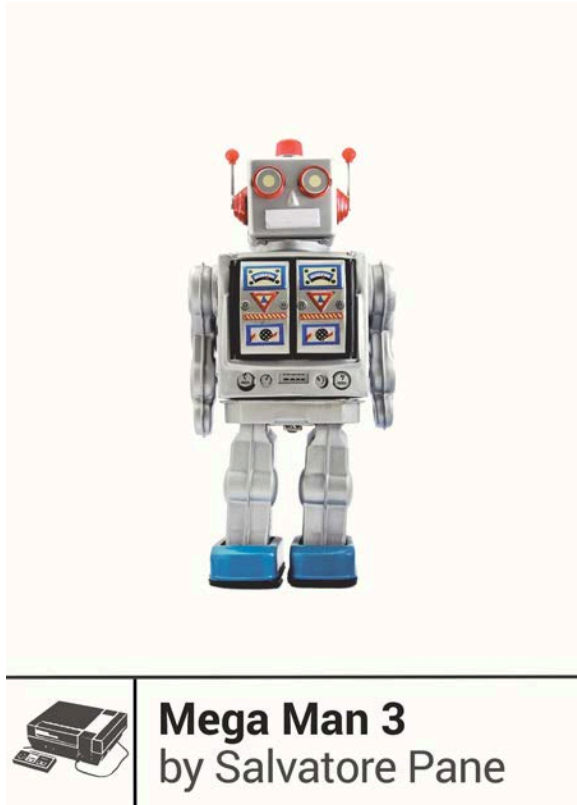
Jarett Kobek is a Turkish-American writer living in California. He's the author of four books including the novel *I Hate the Internet*, and the creator of an exclusive ZX Spectrum prequel of the same name.

"A **fascinating** read." - Crash

"A **must-read** for gamers who love a good backstory." - BioGamer Girl

Selling Points/Marketing:

- Jarett Kobek's first book since his surprise hit novel, *I Hate the Internet*.
- Kobek has previously gotten raves from the New York Times, Pitchfork, and novelist Jonathan Lethem.
- The book is a darkly hilarious and surprisingly powerful look at games, teenage rebellion, capitalism, and the media.
- Book's production funded in a hit Kickstarter campaign.
- Readings planned in San Francisco and Los Angeles.



"Such a **thoughtful** -- and **poetic** -- book on Mega Man 3." - Andrew Schartmann, author of the Bloomsbury 33 1/3 book *Koji Kondo's Super Mario Bros.*

"[A] **marvel** [...] Pane has penned **incisive criticism** that enhances its 8-bit source material." - Entropy

Info/Marketing:

- A critical, historical, and personal look at one of the biggest games in a beloved and enduring franchise.
- Book contains historical details never before translated into English.
- Raves in Entropy, TechRaptor, and a 4.3 out of 5 rating on Goodreads.
- Pane is the author of a critical hit debut novel.

Mega Man 3 (Boss Fight Books #14)

by Salvatore Pane

ISBN: 978-1-940535-14-2 * Paperback * \$14.95
168 pages * 5x7 in. * On sale 9/26/16 * Video Games, Popular Culture

Capcom's Keiji Inafune followed the unexpected success of Mega Man 2 with a "kitchen sink" sequel that included eight new robot masters, a canine companion, a mysterious new frenemy, and a melancholy tone that runs through the game from its soft opening notes. Mega Man 3 was the biggest, messiest, and most ambitious Mega Man game yet.

But why do we hunger for twitchy, difficult platformers like Mega Man 3 decades later when the developers, the franchise, and the Blue Bomber himself have all moved on? Investigating the development of the Mega Man series alongside the rise of video game emulation, the YouTube retrogaming scene, and the soaring price of NES carts, novelist Salvatore Pane takes a close and compelling look at the lost power-ups of our youth that we collect in our attempts to become complete again.

Salvatore Pane is the author of the novel *Last Call in the City of Bridges*. He's an assistant professor of English at the University of St. Thomas and can be reached at salvatore-pane.com.



"A **fantastically written** and **researched** dissection of what made SMB3 (the game) so great," full of "**wit**" and "**vulnerability**." - David L. Craddock, author of *Stay Awhile and Listen*

Info/Marketing:

- SMB3 was the most popular non-bundled game on the original NES.
- Excerpt appearing in Kotaku, with reviews appearing in other major gaming publications.
- Book's production funded in a hit Kickstarter campaign.
- Impeccably researched and extremely well-told by one of America's up-and-coming poets.

Super Mario Bros. 3 (Boss Fight Books #13)

by Alyse Knorr

ISBN: 978-1-940535-13-5 * Paperback * \$14.95
176 pages * 5x7 in. * On sale 7/28/16 * Video Games, Popular Culture

Upon its 1990 NES release, Super Mario Bros. 3 flew in on the P-wings of critical raves, intense popular demand, and the most sophisticated marketing campaign Nintendo of America had ever attempted. Shigeru Miyamoto's ultimate 8-bit platformer lived up to all the hype and elevated Mario from mascot to icon. But what exactly made this game the phenomenon it was?

With the help of her friends and family, critics inside and outside the realm of gaming, and former Nintendo of America employees, Alyse Knorr traverses the Mushroom World looking for answers. Along the way, Knorr unearths SMB3's connections to theater and Japanese folklore, investigates her own princess-rescuing impulses, and examines how the game's animal costumes, themed worlds, tight controls, goofy enemies, and memorable music cohere in a game that solidified Mario's conquest of the NES era.

Alyse Knorr teaches at the University of Alaska Anchorage. She is the author of two books and two chapbooks of poetry. She received her MFA from George Mason University and serves as a co-founding editor of Gazing Grain Press.



"An **excellent snapshot** of a player's experience with a game while trying to negotiate their place in both an adolescent and virtual world. It's a **quick, thoughtful read** that kept me engaged throughout." 8/10 - Paste

Info/Marketing:

- World of Warcraft is the highest-grossing video game of all time.
- Lisi is the founder and CEO of the game design company Game Over.
- Excerpt appearing in Kotaku, with reviews appearing in other major gaming publications.
- Book's production funded in a hit Kickstarter campaign.

World of Warcraft (Boss Fight Books #12)

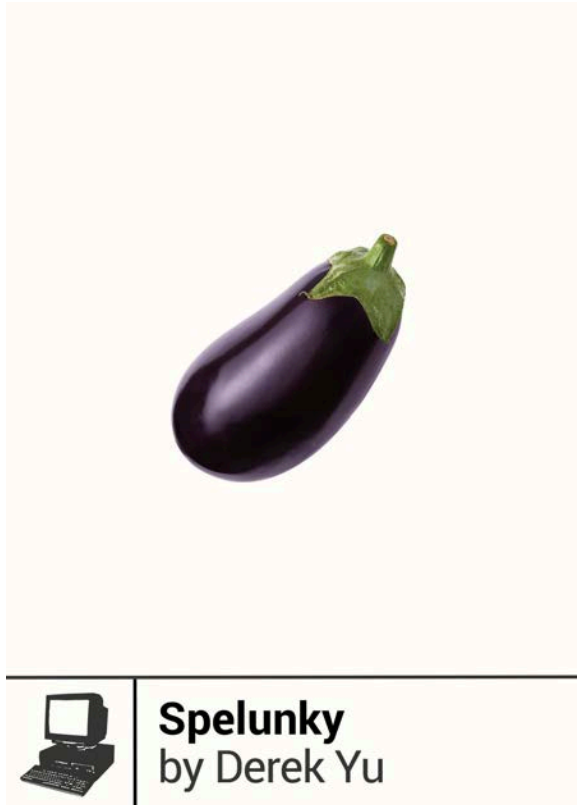
by Daniel Lisi

**ISBN: 978-1-940535-12-8 * Paperback * \$14.95
128 pages * 5x7 in. * On sale 6/20/16 * Video
Games, Popular Culture**

At more than 100 million user accounts created and over \$10 billion made, it is not only the most-subscribed MMORPG in the world, but the highest-grossing video game of all time. Ten years after its launch, Blizzard Entertainment's World of Warcraft is less a game and more a world unto itself, and it's a world Daniel Lisi knows well. More time in his high school years was spent in Azeroth than in his hometown of Irvine, CA—a home he happened to share with Blizzard itself.

Now that Lisi has founded his own game development studio, WoW remains his most powerful example of just how immersive and consuming a game can be. Based on research, interviews, and the author's own experience in a hardcore raiding guild, Lisi's book examines WoW's origins, the addictive power of its gameplay loop, the romances WoW has both cemented and shattered, the enabling power of anonymity, and the thrill of conquering BlizzCon with guildmates you've known for years and just met for the first time.

Daniel Lisi is the CEO and co-founder of Game Over, a video game development studio based in Los Angeles, CA. He's a member of Art Share LA's board of directors and facilitates an incubator for individual artists and their projects.



"Maybe **the best primer on game design ever written.**" - Zach Gage, creator of Ridiculous Fishing

"[An] **insightful** look at how something so obsession-worthy comes together." - A.V. Club

Info/Marketing:

- Boss Fight's best-selling book.
- Boss Fight's best-rated book on Goodreads. (4.45/5)
- Our only book in which a game's creator tells the story about how he made his game.
- Spelunky, the game, has sold millions of copies on PC, Playstation, and Xbox platforms.
- Excerpt appearing in Kotaku, with reviews appearing in other major gaming publications.

Spelunky (Boss Fight Books #11)

by Derek Yu

ISBN: 978-1-940535-11-1 * Paperback * \$14.95
222 pages * 5x7 in. * On sale 3/29/16 * Video Games, Popular Culture

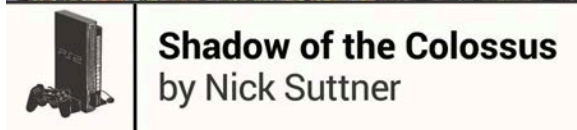
When Derek Yu released Spelunky for free in 2008, his roguelike-inspired platformer took the indie game community by storm with its combination of classic platform mechanics, extreme difficulty, and random level generation. Four years later, Spelunky's HD remake went on to become PC Gamer's Game of the Year and earn perfect scores from Polygon and Eurogamer. But how is a "perfect" game made?

Spelunky is Boss Fight's first autobiographical book: the story of a game's creation as told by its creator. Using his own game as a vehicle, Derek Yu discusses such wide-ranging topics as randomization, challenge, indifferent game worlds, player feedback, development team dynamics, and what's required to actually finish a game. Grab some ropes, a mattock, and your favorite pug—this book is going to dig deep.

Derek Yu is the creator of Spelunky, co-creator of the game Aquaria, and editor-in-chief of The Independent Gaming Source, an indie game development community and news site.

"*Spelunky* might be **our Understanding Comics.**" - Adam Saltsman

"**Well-written** and **humble** throughout, the book humanizes a game that many developers and fans see as an unreachable pinnacle of minimalist design brilliance." - Destructoid



Shadow of the Colossus (Boss Fight Books #10)

by Nick Suttner

ISBN: 978-1-940535-10-4 * Paperback * \$14.95
192 pages * 5x7 in. * On sale 12/15/15 * Video
Games, Popular Culture

A massive, open world, brimming with mystery. A gauntlet of giants to overcome, living levels that must be destroyed... but to what end? Since its 2005 release, Fumito Ueda's minimal-yet-epic masterpiece, *Shadow of the Colossus*, has often been hailed as one of the greatest video games of all time.

But why is *Shadow* still utterly unique over a decade later? Nick Suttner examines this question and others while journeying across *Shadow's* expanses—stopping along the way to speak to developers about the game's influence, examine the culture around its unfinished mysteries, and investigate the game's colossal impact on his own beliefs about games, art, and life.

Bearded indie game advocate **Nick Suttner** has written for EGM and 1UP.com, brought tons of rad games to PlayStation, and is an unlockable announcer in *Johann Sebastian Joust*. He lives in San Francisco with his girlfriend, his cat, and some plants and candy bars.

"Suttner's *Shadow of the Colossus* captures the **essence**, both mechanical and emotional, of **what made the game so special.**" - IndieGames.com

"Well-written, well-researched, and enlightening **...I loved the book.**" - Cultured Vultures

Info/Marketing:

- One of our top-selling books.
- Foreword by game developer Craig D. Adams.
- Features new interview material with game developers about the game's influence.
- Author is well-regarded in the gaming world for championing independent games.
- Excerpt appearing in Kotaku, with reviews appearing in other major gaming publications.



Metal Gear Solid by Ashly & Anthony Burch

"*Metal Gear Solid* is a **great critical book** about a game that the authors clearly love. [...] What emerges is some firm yet friendly back and forth analysis that opens up a canonical videogame further than it ever has been before." 9/10 - Paste

Info/Marketing:

- Our funniest, most irreverent book.
- The debut book by two young authors who have already found success writing and acting in film, TV, and games.
- Metal Gear Solid is the biggest stealth espionage game series of all time -- with many diehard fans.
- Excerpt appearing in Kotaku, with reviews appearing in other major gaming publications.

Metal Gear Solid **(Boss Fight Books #9)**

by Ashly & Anthony Burch

ISBN: 978-1-940535-09-8 * Paperback * \$14.95
178 pages * 5x7 in. * On sale 8/17/15 * Video Games, Popular Culture

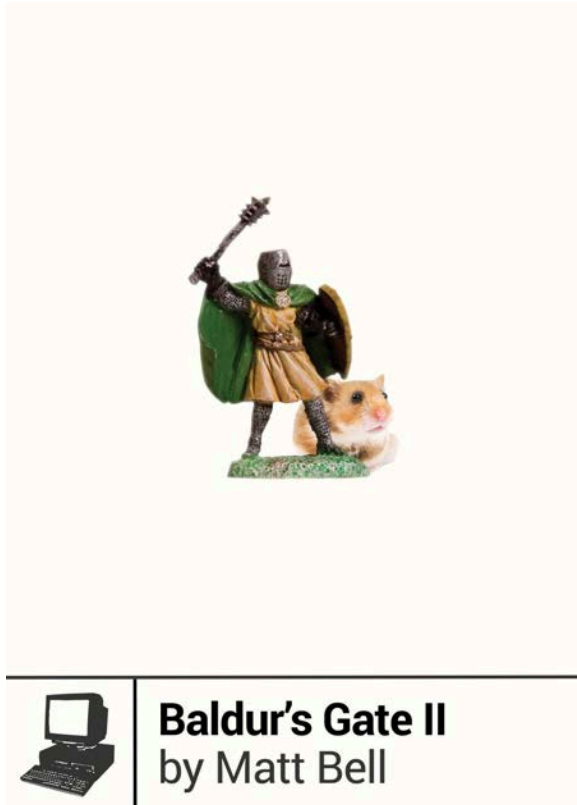
Before they co-created the hit web series Hey Ash, Whatcha Playin'?, Ashly and Anthony Burch were just a brother and sister who shared a weird obsession with Solid Snake and his 3D debut, Metal Gear Solid. And why wouldn't they? Hideo Kojima's 1998 game featured groundbreaking stealth mechanics, a gruff and hunky leading man, a brilliantly claustrophobic setting, tons of cinematic cutscenes, shocking fourth wall breaks, and terrifying bosses.

The only problem: The Burches grew up but their all-time favorite video game didn't. After nearly two decades, Metal Gear Solid's once-innovative stealth mechanics seem outdated, the cutscenes have lost some of their action movie punch, and the game's treatment of women is often out of touch. Witness a celebration/takedown of this landmark game with the combination of insight and hilarity that Ashly and Anthony have made their careers on.

Ashly Burch is a voice actor and writer, and she speaks about representation and issues of gender and identity in the games industry.

Anthony Burch was lead writer of Borderlands 2 for Gearbox Software and is currently a writer for Rocket Jump.

"Ashly and Anthony Burch's work here is **fascinating, thought-provoking stuff** that has me considering the game in ways I hadn't thought of before. It also serves as a reminder that we can love something and be critical of it all at once." - Indie Games



Baldur's Gate II (Boss Fight Books #8)

by Matt Bell

ISBN: 978-1-940535-08-1 * Paperback * \$14.95
140 pages * 5x7 in. * On sale 6/22/15 * Video
Games, Popular Culture

Upon its release in 2000, BioWare's PC role-playing epic Baldur's Gate II: Shadows of Amn was hailed as a paragon of its genre and named "RPG of the Year" by IGN, GameSpy, and GameSpot. A game like Baldur's Gate II requires not just a master wordsmith but a dungeon master. Enter award-winning novelist Matt Bell, author of four works of fiction and co-author of the Dungeons & Dragons novel *The Last Garrison*.

Bell's book explores BG2's immersive narrative and complex mechanics, unpacks how RPG systems enable our emotional investment in characters, investigates the game's non-linear story, and relates his own struggle to reconcile being a "serious" adult with his love of D&D and video games. Dig in, geek out, and go for the eyes, Boo!

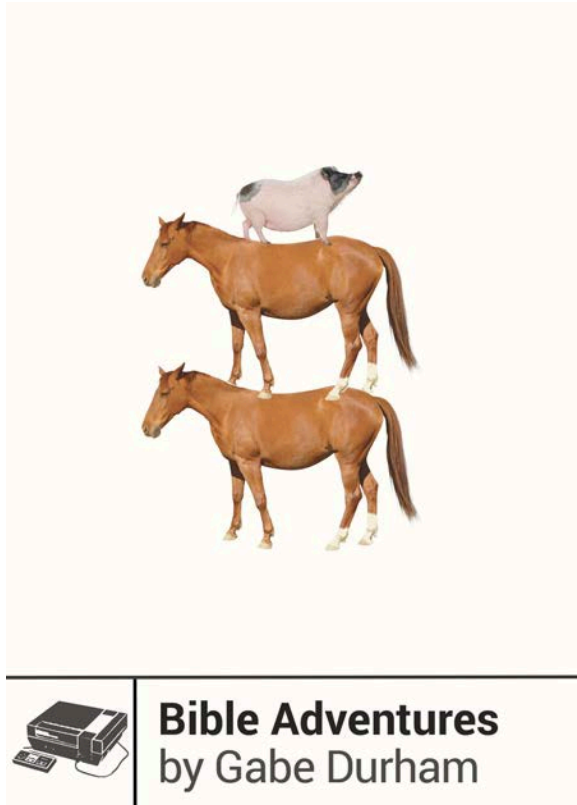
Matt Bell is the author of the novels *Scrapper* and *In the House upon the Dirt between the Lake and the Woods*, a finalist for the Young Lions Fiction Award and the winner of the Paula Anderson Book Award, as well as two previous books, *How They Were Found* and *Cataclysm Baby*. Born in Michigan, he now teaches creative writing at Arizona State University.

"A **pleasure** to read. [...] [T]his is as fine a work in this genre and theme that you're likely to find."
- Paste

"This voice is [...] disturbingly open and honest. And **disturbing in a good way**." - Brooklyn Magazine

Info/Marketing:

- The Baldur's Gate series is very popular with RPG fans.
- Matt Bell is much-celebrated for his five works of literary fiction, and this is his first book of nonfiction.
- Raves for the book in Fiction Advocate, The Rumpus, Brooklyn Magazine, and LA Review of Books.
- Excerpt appearing in Entropy, with reviews appearing in other major literary publications.



"This **fascinating** book takes a look at the genesis of the infamous game company known as Wisdom Tree [...] shares some **insight** into a side of early video game production that I had never stopped to consider before!" - Clyde Mandelin, author of *Legends of Localization*

"A **riot** and a **joy**. A+++" - Justin Taylor, author of *Flings* and *The Gospel of Anarchy*

Info/Marketing:

- Based on original interviews with the game's creators and marketers.
- Author of the critically acclaimed novel *Fun Camp*.
- One of our top-rated books on Goodreads.
- Excerpts in *Electric Literature*, *Entropy*, and *Gamasutra*.

Bible Adventures (Boss Fight Books #7)

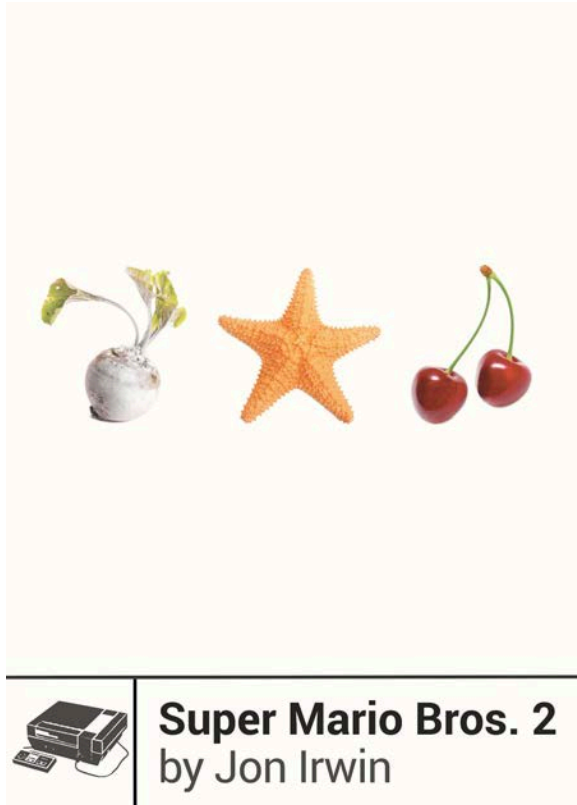
by Gabe Durham

ISBN: 978-1-940535-07-4 * Paperback * \$14.95
176 pages * 5x7 in. * On sale 3/30/15 * Video Games, Popular Culture

In the beginning, a small unlicensed game development company was hit with divine inspiration: They could make a lot of money (and escape the wrath of Nintendo) by creating games for Christians. With the release of the 1990 NES platformer *Bible Adventures*, the developers saw what they had made, and it was good. Or, at least, good enough.

Based on extensive research and original interviews with Wisdom Tree staff, Gabe Durham's book investigates the rise and fall of the little company that almost could, the tension between faith and commerce in the Christian retail industry, culture's retro/ironic obsession with "bad games," and the simple recipe for transforming a regular game into a Christian game: throw a Bible in it and pray nobody notices.

Gabe Durham is the founder, editor, and publisher of Boss Fight Books. His novel *FUN CAMP* was one of BuzzFeed's 17 Books We Loved in 2013. He lives in Los Angeles, CA.



"*Super Mario Bros. 2* shines a much-needed light on a game whose significance has rarely felt fully understood ... This is **required reading** for game historians." - Nintendo Life

"*Super Mario Bros. 2* is an **extensive critique** that explores the history, production ecology, and player experiences of that game. ... All of these things, impossibly, flow together. ... *Super Mario Bros. 2* is an **excellent** example of the Boss Fight Books model of game criticism." - Paste

Info/Marketing:

- Foreword by Nintendo legend Howard "the Gamemaster" Phillips.
- Raves in Nintendo Life, Paste, and Entropy.
- Mario is the most popular video game character of all time.
- Excerpt appearing in Kotaku, with reviews appearing in other major gaming publications.

Super Mario Bros. 2 (Boss Fight Books #6)

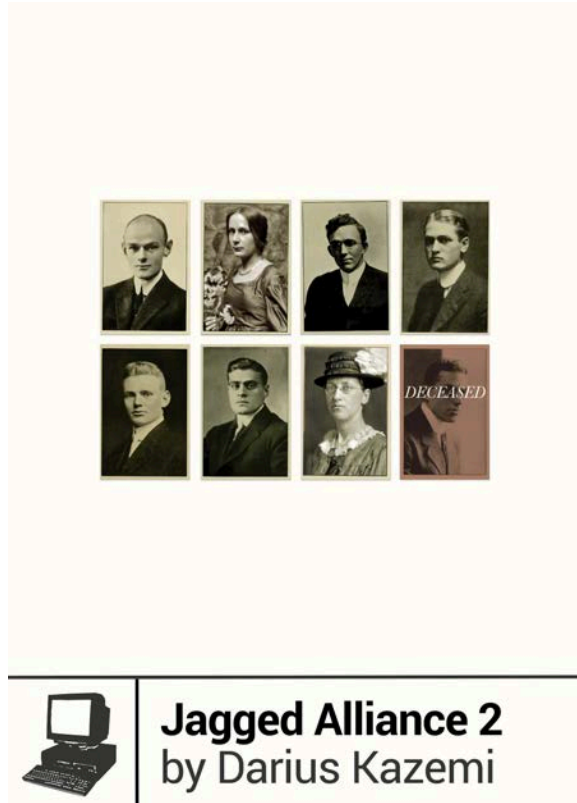
by Jon Irwin

ISBN: 978-1-940535-05-0 * Paperback * \$14.95
192 pages * 5x7 in. * On sale 10/6/14 * Video Games, Popular Culture

In perhaps the most famous switcheroo in all of game history, the Japanese version of *Super Mario Bros. 2* was declared "too hard" by Nintendo of America and replaced with a Mario-ified port of the Famicom hit, *Yume Kōjō: Doki Doki Panic*. The new game (dubbed *Super Mario USA* in Japan) was a huge success for its four playable characters, improved graphics, immersive levels, and catchy music, and eventually became the 3rd bestselling game for the NES.

And yet. Because of its strange new villains, its wild gameplay, and its mysterious touches, *SMB2* has for years been regarded as the Odd Mario Out, even as it has seen popular updates on the Super NES and Game Boy Advance. Irwin's Mario is not a simple retelling of a 25-year-old story, but instead an examination of the game with fresh eyes: both as a product of its time and as a welcome change from the larger Super Mario franchise. Along the way he searches for clues, pulling up a few vegetables of his own. What he finds is not at all what he expected.

Jon Irwin has published essays in *Alimentum*, *Billboard Magazine*, *Down East*, *GamePro*, *Lumina*, and *Kill Screen*, where he is a contributing writer. In 2009 he received the PEN New England Discovery Award in Nonfiction. He lives near Atlanta but roots for Detroit.



Jagged Alliance 2 (Boss Fight Books #5)

by Darius Kazemi

ISBN: 978-1-940535-05-0 * Paperback * \$14.95
140 pages * 5x7 in. * On sale 8/25/14 * Video
Games, Popular Culture

he turn-based tactical role playing series Jagged Alliance has been sequeled, expanded, modded, optioned, multiplayered, and kickstarted, but the series' many fans usually point to Jagged Alliance 2 as the high water mark, and one of the finest turn-based video games of all time.

Jagged Alliance 2 brings to the table a wicked sense of humor, simulation-driven character design, a combination of strategic overworld and tactical battles reminiscent of the X-COM series, and a surprisingly deep open-world RPG experience reminiscent of the Ultima or Elder Scrolls games.

Focusing on JA2's development history and basing his book largely on new personal interviews with the game's developers, game designer and web technology developer Darius Kazemi delves deep into the legacy of a game that still has much to teach gamers and game-makers 14 years after its release.

Darius Kazemi makes weird internet stuff. His best known work is the Random Shopper, a program that bought him random books, DVDs, and CDs from Amazon each month. He also has a small army of Twitter bots that he builds because they make him laugh. He works as an API Evangelist at Akamai in Boston. Before he moved into internet technology, he was a game developer for ten years.

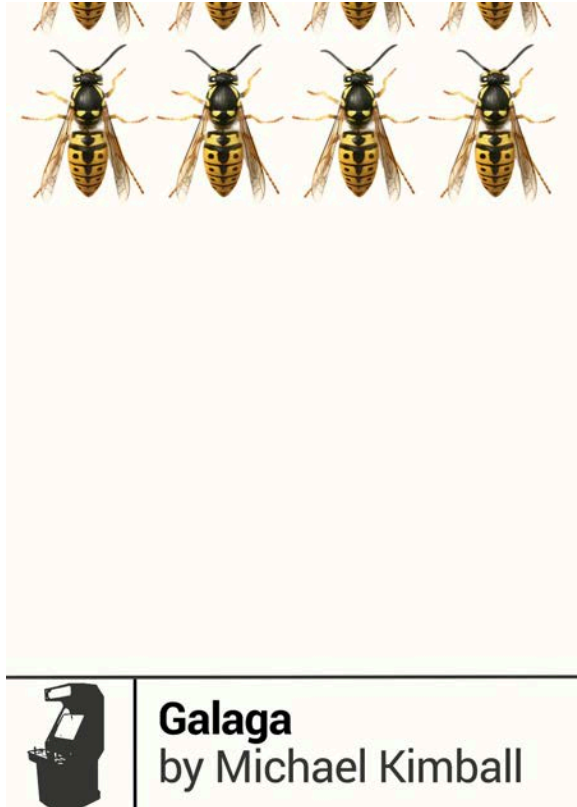
"[Kazemi's book] weaves together industrial **history**, design **analysis** and Robert Yang-style **code diving**. The result is not just a good read, but also a **blueprint for holistic critique**."

8.0/10 - Paste

"An **essential read** about an overlooked game."
 - Marshall Sandoval

Info/Marketing:

- Based on new interviews with the original development team that made the game.
- Covered in The Atlantic, Paste, Polygon, and elsewhere.
- Author is an internet artist and the creator of some of Twitter's most popular bots.
- Excerpt appearing in VICE, with reviews appearing in other major gaming publications.



"True to form, Boss Fight Books has put out yet another video game book that is **so much deeper** than anything created in pixels ... Empty out your sack of quarters and go pick up a copy of this Michael Kimball's *Galaga*. You will know **you are in the hands of a master**." - Cobalt Review

Best Books of 2014 - LitReactor

Info/Marketing:

- Author of 8 books, including the acclaimed novels *Big Ray*, *Us*, and *Dear Everybody*.
- Raves for the book appeared in LitReactor, Baltimore City Paper, Cobalt Review, JMWW, and elsewhere.
- *Galaga* is one of the most-played arcade games.
- Excerpt appearing in *Electric Literature*.

Galaga (Boss Fight Books #4)

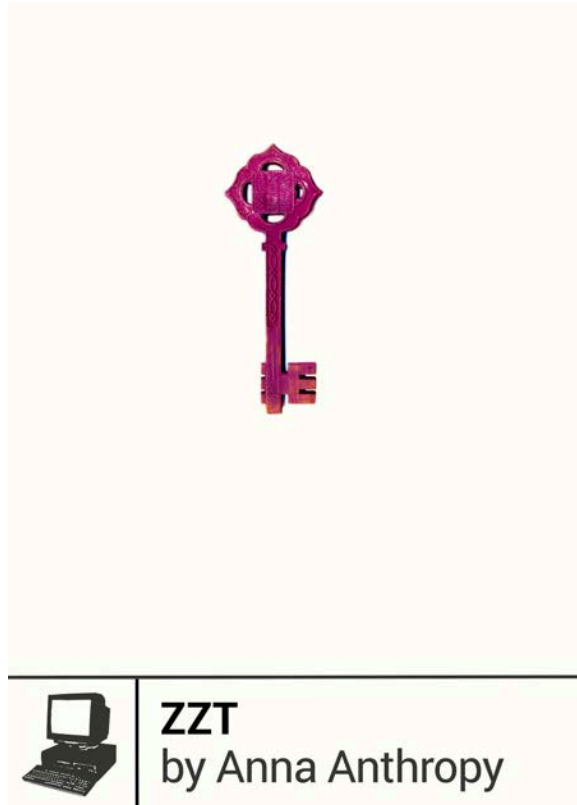
by Michael Kimball

ISBN: 978-1-940535-03-6 * Paperback * \$14.95
136 pages * 5x7 in. * On sale 7/1/14 * Video Games, Popular Culture

For fifteen seconds of one of the highest-grossing films of all time, *The Avengers'* plan to save the world comes to a grinding halt when Tony Stark calls out a low-level member of S.H.I.E.L.D. for playing *Galaga* on the job. Acclaimed novelist and lifelong *Galaga* player Michael Kimball knows the compulsion: He's set and re-set high scores on *Galaga* machines all across America. What many call the greatest fixed shooter arcade game in history, *Galaga* broke the *Space Invaders* mold with superior graphics, faster firing, bonus rounds, tractor beams, and advanced enemy A.I.

Since its 1981 release, *Galaga* has inspired numerous sequels, bootlegs, hacks, and clones—and some version of *Galaga* has been released for nearly every gaming platform. Kimball shares his obsession with *Galaga* through a discussion of the innovative gameplay it introduced (including lots of tips), its extensive cultural legacy (including collectibles, movies, rap songs, drinking games, and sex acts), and how *Galaga* got Kimball through a difficult childhood--and maybe saved his life.

Michael Kimball is the author of six books, including *Big Ray*, *Dear Everybody*, and *Us*. His work has been on NPR's *All Things Considered* and in *Vice*, as well as *The Guardian*, *Bomb*, *Prairie Schooner*, *New York Tyrant*, etc. His work has been translated into a dozen languages—including Italian, Spanish, German, Chinese, Korean, and Greek. He is also responsible for *Michael Kimball Writes Your Life Story* (on a postcard), a couple of documentaries, the *510 Readings*, and the conceptual pseudonym Andy Devine.



"Anthropy has set the **gold standard** for book-length studies of games with *ZZT*, and I would strongly encourage anyone even thinking about writing about games to start here." 9.8/10
- Paste

"Her analysis effortlessly straddles computer science, design, art history, anthropology, and gender theory, all wrapped in a personal story of her childhood. It is a very **easy, enjoyable**, and **insightful** read." - Robert Yang, game designer

Info/Marketing:

- The author is the much-celebrated creator of games such as *dys4ia* and *Redder*.
- Raves in Paste, Videodame, GameCritics, and elsewhere.
- One of our highest-rated books among readers.

ZZT

(Boss Fight Books #3)

by Anna Anthropy

ISBN: 978-1-940535-02-9 * Paperback * \$14.95
140 pages * 5x7 in. * On sale 6/2/14 * Video Games, Popular Culture

In 1991, long before Epic Games was putting out blockbusters like *Unreal*, *Infinity Blade*, and *Gears of War*, Tim Sweeney released a strange little MS-DOS shareware game called *ZZT*. The simplicity of its text graphics masked the complexity of its World Editor: players could use *ZZT* to design their own games.

This feature was a revelation to thousands of gamers, including Anna Anthropy, author of *Rise of the Videogame Zinesters*. *ZZT* is an exploration of a submerged continent, a personal history of the shareware movement, ascii art, messy teen identity struggle, cybersex, transition, outsider art, the thousand deaths of Barney the Dinosaur, and what happens when a ten-year-old gets her hands on a programming language she can understand. It's been said that the first Velvet Underground album sold only a few thousand copies, but that everyone who heard it formed a band. Well not everyone has played *ZZT*, but everyone who played it became a game designer.

Anna Anthropy is a game creator, historian, and thirty-year-old teen witch. Her previous books include *Rise of the Videogame Zinesters* and *Star Wench*, which she recently made a *ZZT* version of. She lives in Oakland, California with her familiar, a little black cat named Encyclopedia Frown.



"If writing about video games had always been **this good**, we'd be having very difficult discussions about the medium right now." - Nintendo Life

[W]ith each and every page you fully understand the love the author has for his source material and how excited he is to be sharing it with his readers." - Nintendojo

Info/Marketing:

- One of our bestselling books.
- The game Chrono Trigger is one of the best-loved RPGs of all time.
- Foreword from game's original localization director.
- Raves in Kotaku, Paste, Kill Screen, Nintendo Life -- and from John Romero, creator of DOOM.

Chrono Trigger (Boss Fight Books #2)

by Michael P. Williams

**ISBN: 978-1-940535-01-2 * Paperback * \$14.95
192 pages * 5x7 in. * On sale 4/1/14 * Video Games, Popular Culture**

When Boss Fight Books first gave fans the chance to vote for the game they most want to read a book about, they chose the epic time travel RPG Chrono Trigger.

Featuring new interviews with translator Ted Woolsey and DS retranslator Tom Slattery, Michael P. Williams's book delves deep into connections between Chrono's world and ours, including Chrono Trigger's take on institutions such as law and religion, how the game's heroes fit and defy genre conventions, and the maddening logical headaches inherent in any good time travel plot.

From the Magus dilemma to the courtroom scene, find out why many consider this game the high point in the entire role-playing genre in this in-depth examination of Chrono Trigger, a ton of fun and a true work of art.

Michael P. Williams is a writer, researcher, and Japanese specialist at the University of Pennsylvania Libraries. He has taught English in Fukushima City, Japan, and he lives in Philadelphia, Pennsylvania.



"It's a book that aims to mirror the segmented, bizarro structure of EarthBound, and it's a book that **succeeds**." - BuzzFeed

"As much an exploration of the creation, content, and legacy of the role-playing classic as it is a **self-reflective deep dive** into the author's own psyche." - Joystiq

Info/Marketing:

- One of our bestselling books: More than 10,000 copies sold.
- Raves in BuzzFeed, The Rumpus, Paste, Kill Screen, Polygon.
- Author is a former TV star.
- Foreword by the game's localization director.
- EarthBound, the game, has an enormous & dedicated cult fanbase.

EarthBound

(Boss Fight Books #1)

by Ken Baumann

ISBN: 978-1-940535-00-5 * Paperback * \$14.95
192 pages * 5x7 in. * On sale 1/15/14 * Video Games, Popular Culture

An RPG for the Super NES that flopped when it first arrived in the U.S., EarthBound grew in fan support and critical acclaim over the years, eventually becoming the All-Time Favorite Game of thousands, among them author Ken Baumann.

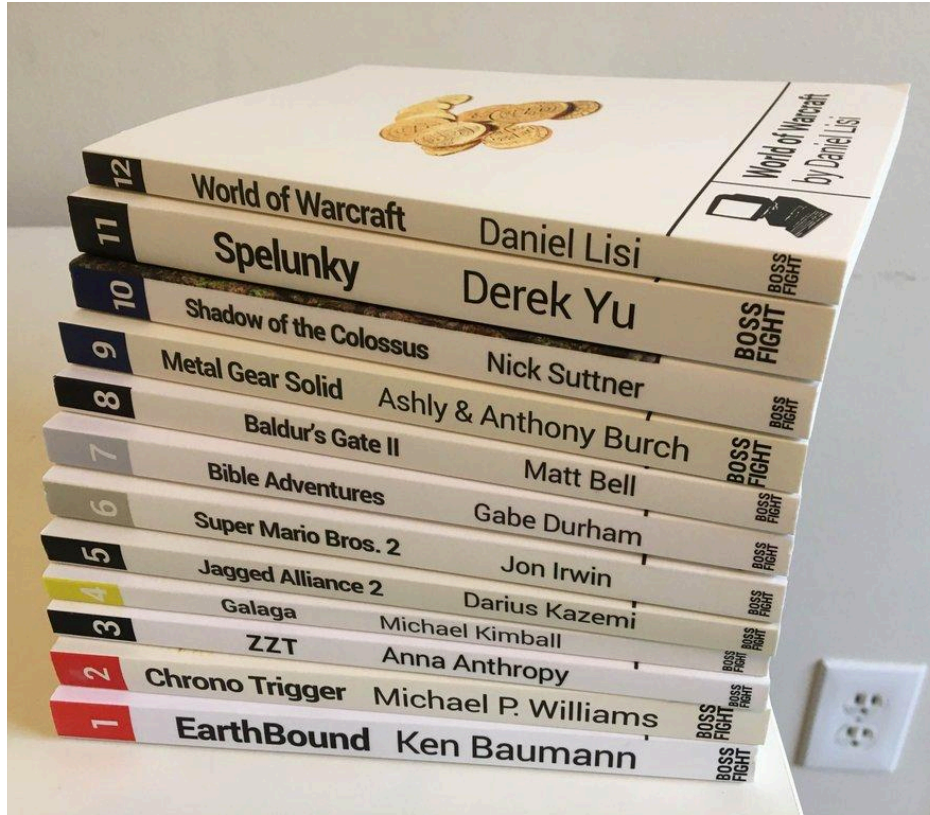
Featuring a heartfelt foreword from the game's North American localization director, Marcus Lindblom, Baumann's EarthBound is a joyful tornado of history, criticism, and memoir.

Baumann explores the game's unlikely origins, its brilliant creator, its madcap plot, its marketing failure, its cult rise from the ashes, and its intersections with Japanese and American culture, all the while reflecting back on the author's own journey into the terrifying and hilarious world of adults.

Ken Baumann acted for ten years in feature films and TV. He is the author of the novels *Solip* and *Say, Cut, Map*. He lives in Santa Fe, New Mexico, and currently attends St. John's College.

"The breadth of Baumann's interests and his infectious love for humanity make him **the perfect writer** to do this game justice." - The Rumpus

"At last, EarthBound gets the paperback it deserves." - Kill Screen



Boss Fight Books publishes nonfiction documentary-style books about classic video games. Each of our books takes a critical, historical, and personal look at a single game.

Our books have been optioned for film and television, quoted in the New York Times, translated into French and Chinese, praised by game developers like John Romero, Tim Schafer, and Keita Takahashi, and have been funded for more than \$350k on Kickstarter. We are distributed internationally to book and game stores by Simon & Schuster.

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