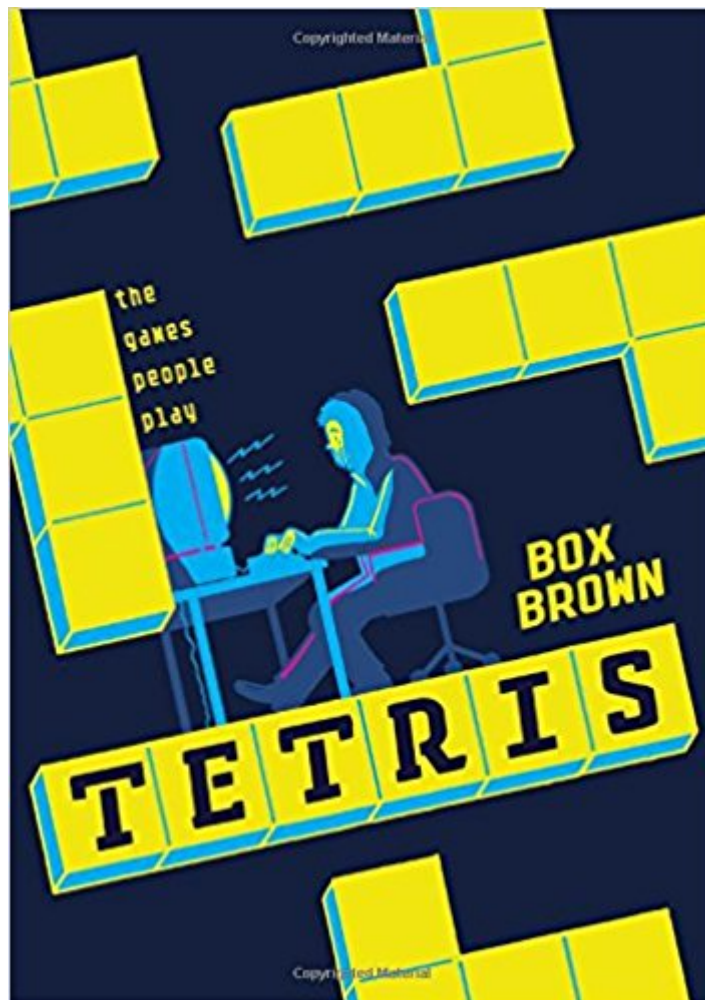


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Tetris: The Games People Play



Synopsis

It is, perhaps, the perfect video game. Simple yet addictive, Tetris delivers an irresistible, unending puzzle that has players hooked. Play it long enough and you'll see those brightly colored geometric shapes everywhere. You'll see them in your dreams. Alexey Pajitnov had big ideas about games. In 1984, he created Tetris in his spare time while developing software for the Soviet government. Once Tetris emerged from behind the Iron Curtain, it was an instant hit. Nintendo, Atari, Sega—game developers big and small all wanted Tetris. A bidding war was sparked, followed by clandestine trips to Moscow, backroom deals, innumerable miscommunications, and outright theft. In this graphic novel, New York Times bestselling author Box Brown untangles this complex history and delves deep into the role games play in art, culture, and commerce. For the first time and in unparalleled detail, Tetris: The Games People Play tells the true story of the world's most popular video game.

Book Information

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Customer Reviews

Gr 9 Up "Brown immerses readers in the complicated origins of one of the world's most popular video games, Tetris. Its creator, Alexey Pajitnov, was a computer scientist who became obsessed with how games and puzzles affected human psychology. Before long, Pajitnov became caught up in a prototype he'd designed based on a childhood game and shared it with his friends. Soon all of Moscow was consumed by what would eventually be called "the game that escaped the USSR." The art style is reminiscent of the Cyanide and Happiness comic but whimsical in tone. It also cleverly mimics the structure of Tetris itself: straightforward and engaging, without any extra bells

and whistles. With the recent Nintendo release of the hit cell phone game Pokémon Go, this title is a timely explanation of the origins of the gaming world, particularly when it comes to the rivalries among various gaming companies. The story resonates and will appeal to fans of Jim Ottaviani's Feynman and Primates: The Fearless Science of Jane Goodall, Dian Fossey, and Birutė Galdikas. VERDICT This quick, thoughtful read will find an audience among teens interested in pursuing a career in video game design or those who wonder just how video games like Tetris have spread like wildfire. —Chantalle Uzan, New York Public Library

Included in NYPL's "Notable 50 Best Books for Teens" list. "The story never stops moving until its final pieces are in place." —New York Times "One of gaming's most intriguing tales...A book to watch." —Nerdist "[A] look at the creation of Alexey Pajitnov's enduring classic and the drama that ensues when people with big bags of money try to cash in the game's popularity." —Kotaku "A rich read that provides valuable context for the rise of video games in the late 20th century." —A.V. Club "This is a work about the bittersweet dissonances of artistic creativity and commercial greed and the ephemeral yet crucial joy we get from making things fall into place." —io9 "Against the backdrop of the Cold War, the saga of Tetris played out like a spy thriller—tragic deaths, corporate conspiracies, the prestige of nations hanging in the balance." —Boston Globe "A clean and engaging visual style supports a story that sustains narrative drive, humanizing the characters and making readers care about every development." —Kirkus, starred review "Simply illustrated in a sequential panel format, the charming black-and-white drawings convey high-concept ideas in a clever, succinct manner." —Booklist "Tetris is a remarkably spare work, cleanly and effortlessly introducing countless real-life characters and companies that intersect and tangle together in a game of tug-of-war." —GQ "It also cleverly mimics the structure of Tetris itself: straightforward and engaging, without any extra bells and whistles." —School Library Journal, starred review "The blocky paneled illustrations are reminiscent of early video game graphics, and the compact text uses dialogue effectively to break up narrative sections and keep the unfolding drama personal rather than historically distant." —Bulletin of the Center for Children's Books

This is an incredible stride forward from a wonderful artist. I first encountered Brown with his Andre the Giant bio-comic, and was delighted by his clean, simple linework and storytelling abilities. I've now accumulated everything I can find of his, and this book marries his style with an incredibly cohesive story (which would frankly be dull to read about in prose form). Top recommendation.

My 11 YO daughter read and loved this book, and was absolutely thrilled to get to meet the author at TeenLitCon in the Twin Cities. This is an excellent graphic format book that will surely please fans of the genre. I will be purchasing for my high school library as well.

Box Brown is hitting it out of the park on this one. I wasn't floored by his (critically acclaimed) Andre the Giant biography, but TETRIS is a great page-turner that should appeal to any comic fan or lover of video games. It really gets into the psychology of game-playing and the effects it has on the mind. All this, and an in-depth examination of the history (as crazy as it is) of Tetris, from Russia with love! I highly recommend it for anyone even remotely interested in the subject matter, or even those who are not. You will be surprised at how much you enjoy it!

This is the best book ever about the history of Tetris because the author has succeeded in telling the story through his amazing art. The bold coloring lights up the mind and entertains. A must read for sure, and a must for every school library in this country and possibly, the world!

This is a terrific book. The story is amazing and true! The graphics are great and give a retro feel to the story.

A thoughtfully handcrafted graphic novel about not just Tetris, but about people and our love of games.

Excellent, a beautiful tribute to the art of games and the likable scientist who made one.

Box Brown does it again. A lovely piece of gaming history story and great art.

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