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| **Chapter 1 – Historical Elements: How Did We Get Here?**  Before the Arcades  The Arcade Phenomenon   * *Computer Space* * *Pong* * *Asteroids* * *Galaxian* * *Pac-Man* * *Donkey Kong*   The Birth of Console Games   * Atari VCS/2600 * Mattel Intellivision * ColecoVision   The U.S. Industry “Slump” & A New Golden Age   * Nintendo Changes the Game * Sega & Sony Enter the Fray * Handhelds Come of Age   The Personal Computer Revolution   * Mainframes & Text Adventures * Apple II * Commodore 64   Multiplayer Meets the Online Elite   * PLATO * MUDs * CompuServe * Quantum Link * GEnie   Nomadic Culture  The “Big Three” Console Wars  Into the Future | | |
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