



СССР.GAMES SERIES OF PRINTED & ELECTRONIC BOOKS

Gaming in the USSR

1971

1996*



FASCINATING REVIEWS OF GAMING DEVICES AND SOFTWARE, EXCLUSIVE INTERVIEWS WITH DEVELOPERS, HISTORICAL FACTS ABOUT MANUFACTURING ENTERPRISES, INTRIGUING MOMENTS FROM EVERYDAY LIFE OF THAT ERA, ORIGINAL STUDIO AND ARCHIVAL PHOTOGRAPHS.

- Electromechanical arcade machines
- Electronic arcade machines
- Gaming TV consoles
- Handheld electronic games
- Programmable calculators
- Personal computers

* From the first electromechanical arcade machines to multimedia PCs of the post-Soviet era.



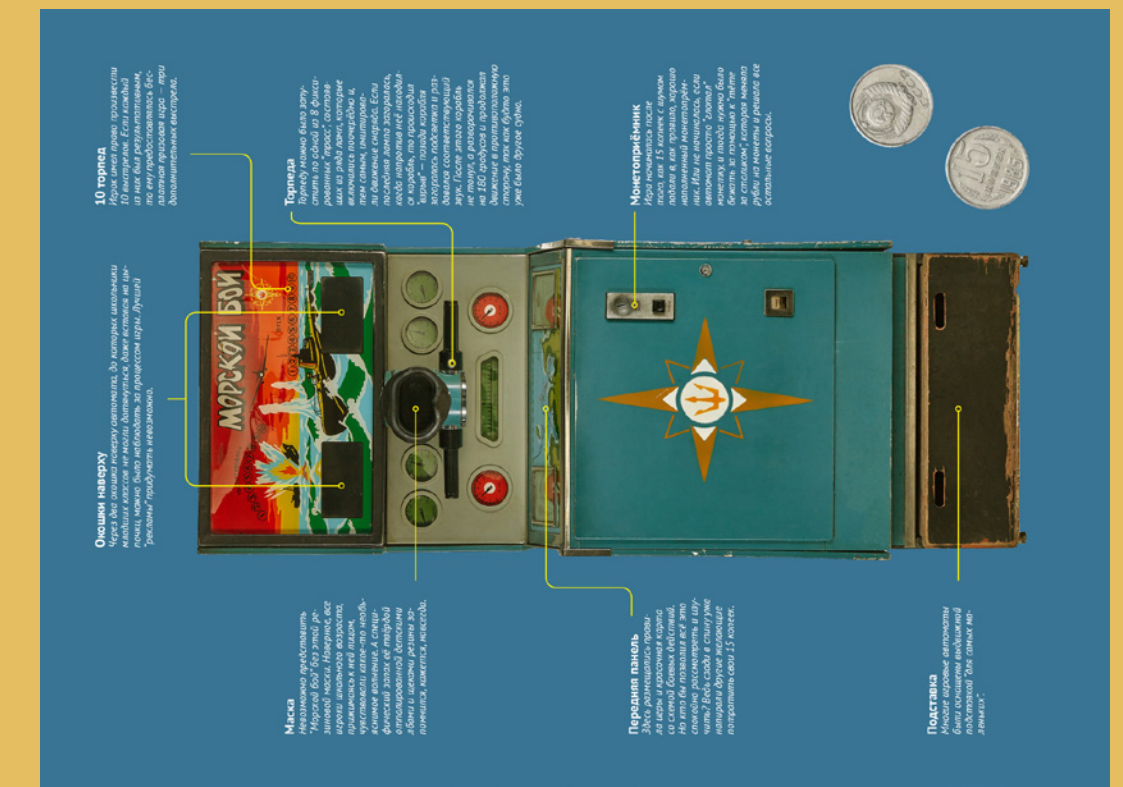
The first volume is ready!

The first volume introduces readers to the most iconic Soviet arcade machines. From electromechanical "Morskoy Boy" (a clone of Midway's Sea Rider) and "Snayper" (a clone of Sharp Shooter by Chicago Coin) from the 1970s to original video gaming platforms of the late 1980s, such as "TIA-MC-1."

It is no secret that most Soviet arcade machines were copied from foreign models, and the book illustrates which ones using scans of promotional materials from Sega, Atari, and other companies. However, there were also a few original Soviet developments, such as the "Gorodki" machine and the aforementioned "TIA-MC-1," which receive special attention in the book.

Technical descriptions of arcade machines, details about their gameplay and design, are accompanied by narratives about daily life in the USSR. To provide broader context, the book explores the operations of the "Soyuzattraksion" enterprise, including its shadowy aspects. The book concludes with an overview of the "Golden Age of Video Games" in the West.

As a bonus, each reader receives the game "Soviet Arcade Machines: Computer Simulators," created under the author's supervision in 2008.



- Format: 158 × 210 mm
- Hardcover with rounded spine
- High-quality full-color printing on thick coated paper
- Ribbon bookmark

Download the PDF with a fragment of the first volume at ccp.games



Series Content

(subject to change during development)



Arcade Machines

- Electromechanical arcade machines
- Morskoy Boy
- Coin acceptor and cash register
- Vozdushny Boy
- Tankodrom
- Snayper
- Duplet and Zimnyaya Okhota
- Ni Pukha, Ni Pera!
- Basketball
- Shaybu! Shaybu!
- Goalkeeper
- Repka
- Skorokhod
- Quiz
- Football
- Crane and Zond
- Circus (Pinball)
- Penalty
- 15 Kopeks
- Horse Racing and

- Safari
- Rally-M and Champion-M
- Magistral M
- Tele-Sport
- Interceptor
- Terminal Factory arcade machines
- Gorodki
- TIA-MC-1
- Cat Fisher
- Extrema Company
- Photon
- Soviet Arcade Machine Simulator
- Magistral, Tele-Sport
- Pneumatic shooting range
- Golden Age of Arcade Video Games

Gaming Consoles

- Magnavox Odyssey and Pong
- VideoSport, Tournament, etc.

- Homemade gaming consoles
- Nintendo Game & Watch
- "Elektronika IM"
- Rare and experimental games
- *Insert: The "Elektronika" brand, Planetochod IM11*
- *Insert: Brick Game*
- Atari 2600
- Rambo TV Game
- Nintendo Famicom and NES
- Dendy
- Subor, etc.
- SEGA
- SNES
- Panasonic 3DO
- Sony PlayStation
- Nintendo GameBoy and other portable consoles
- ALF TV console (ZX Spectrum clone)

1980s Computers

- Games on programmable calculators
- DIY computers
- Mikro-80
- Radio 86RK (Mikrosha, etc.)
- UT88
- Specialist
- Orion-128
- *Insert: Cassette tapes and recorders*
- *Insert: Radio enthusiasts*
- PDP architecture computers
- Digital PDP-11
- BK-0010, 0011
- BK-0100
- DVK 1-3
- UK NC (Elektronika MS 0515)
- Nemiga
- Elektronika 60M and

- Tetris
- Reviews of popular games
- PDA Elektronika MK85 and MK90
- Computers in schools and homes
- Informatics subject
- Agat-7, 9, and Apple II
- Yamaha MSX KUVT1 and KUVT2
- Lvov
- Korvet
- Vector 06C
- Reviews of popular games
- *Insert: Dot matrix printer*
- *Insert: "Izot" floppy drives and disks*
- Sinclair Spectrum
- DIY ZX Spectrum clones
- Cooperative and factory clones
- Reviews of popular

- games
- *Insert: Demo scenes*
- *Insert: Software trading on cassettes*
- IBM PCs at home and work
- IBM PC XT, PS/2, MS-DOS, etc.
- Professional: Iskra, Neuron, ES, SM, Robotron
- Home: Poisk and others
- Reviews of popular games
- *Insert: Modem and FIDO*
- Foreign PCs in the USSR (Atari, Commodore 64, Amiga)
- 1990s Computers**
- "Red-built" PCs
- First post-Soviet brands
- Radio markets

- DIY PC assembly
- Software: DOS 6.2, Windows 3.1, NC, etc.
- MPC Level 1, 2 (Sound Blaster, CD-ROM)
- Forgotten peripherals: Epson dot matrix printers, hand scanners, Arvid, etc.
- Domestic games and developers
- Top Western games of the early 90s
- Modern era beginnings: Windows 95, SoundBlaster, 3Dfx, SVGA, inkjet printers, CD-R, modems, Internet providers
- Top Western games of the late 90s
- First gaming hits from Russian developers

Not Just Gaming

The series can be expanded by at least three more books: "Audio & Music," "TV, Cinema & Video"—what people listened to and watched in the 1960s–1990s, as well as the most popular "Games & Toys." Eventually, all books will be compiled into one or two large volumes—an encyclopedia of Soviet and post-Soviet entertainment.

Alongside the book releases, we will run social media and YouTube channels, and in the long term, the accumulated materials will form the basis of a television series. In previous years, experimental editions of books such as "100 Things from the USSR Era" (two volumes) and "Toy Soldiers and Playing with Them" have been published.



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About the Author



Vladimir Nevzorov was born on May 22, 1978. In 2000, he completed his master's degree at the National Research University Higher School of Economics, and in 2002, he earned his Ph.D. He began working as a school student in 1992, selling software floppy disks for the Agat-9. In the late 1990s, he founded a company for assembling and selling

computers, and in the early 2000s, he launched a multimedia publishing house that released about 500 products on discs—encyclopedias, computer games (including the Soviet Arcade Machines simulator), and more, with a total circulation of about 3 million copies. Since 2011, he has also been developing applications for iOS and Android.

He is the author of several books, including "Apple: The Evolution of the Computer" (highly praised by Steve Wozniak) and "Innovation in Isolation" (about cybernetics in the USSR from the 1940s), and co-author of the two-volume "100 Things from the USSR Era." Founder of the publishing houses Nahs Haus and Sky Horse, and co-founder of the free electronic library ARHEVE.org.

* Supported by Restore (second edition) and commissioned by MacPaw.



For Sponsors



Become a sponsor or co-owner of the Gaming in the USSR book series, available in Russian and English, in both print and digital formats. With your support, we will create an engaging virtual world of the past, where older readers can relive the exciting moments of their childhood and youth, while younger audiences will discover fascinating insights into the era of their parents and grandparents. Our editorial team has been working on this project since 2015—finding and photographing objects, often purchasing them for more detailed research, collecting and structuring information, and interviewing developers and other key figures in the field. Interviews are a crucial part of the project, as much of the necessary information is not available

online or in books—it can only be obtained from primary sources. And with each passing year, this opportunity diminishes.

How much funding is required

The preparation of the core books in the series requires 80000 euros. The funds will be used to pay for the work of the author, two editors, a designer, a typesetter, a retoucher, photographers, a proofreader, and a content manager. Additionally, the funds will support the development and maintenance of the website and social media pages, initial promotional campaigns, and the printing of the first small editions. For a slightly higher investment, a sponsor can become a co-owner or the full owner of the entire project.

What will the main sponsor receive

A share of the book's print run, a dedicated article about the sponsor's company included in the book, the sponsor's mention in news related to the book's release, placement of the sponsor's logo and website on the title page, the right to use some of the book's materials on their website and social media, and an official sponsorship diploma from the publisher.

How long will it take to publish the series

Approximately one and a half years from the start of funding. Already completed the layout of the first volume and about one-fifth of the materials for volumes two to four.

If you simply want to support the author in his work on this and other projects

The author's non-commercial projects include the electronic library ARHEVE.org and free electronic books at Bookwagen.com.

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