

Video Game Console Price Guide

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The Ultimate Guide to Video Game Writing and Design
Digital Buying Guide 2005
The EBay Price Guide
Willings Press Guide

Collectibles Price Guide 2003

A Veritable Love Letter to Nintendo Fans! This paperback version offers a fascinating retrospective on 17 NES classics--including Super Mario Bros. 3, Donkey Kong, and The Legend of Zelda! Interviews and commentary from Nintendo visionaries who pioneered this era of gaming. A showcase of vintage advertising and priceless excerpts from Nintendo Power magazine back issues! Plus hand-drawn maps, character and game environment art, and much more! TM & © 2016 Nintendo.

The Overstreet Guide to Collecting Video Games

Provides buying advice and profiles of a variety of gadgets, including MP3 players, cell phones, home theater equipment, satellite radio, and GPS navigation systems.

The Official Price Guide to Classic Video Games

Do you love video games? Ever wondered if you could create one of your own, with all the bells and whistles? It's not as complicated as you'd think, and you don't need to be a math whiz or a programming genius to do it. In fact, everything you

need to create your first game, "Invasion of the Slugwroths," is included in this book and CD-ROM. Author David Conger starts at square one, introducing the tools of the trade and all the basic concepts for getting started programming with C++, the language that powers most current commercial games. Plus, he's put a wealth of top-notch (and free) tools on the CD-ROM, including the Dev-C++ compiler, linker, and debugger--and his own LlamaWorks2D game engine. Step-by-step instructions and ample illustrations take you through game program structure, integrating sound and music into games, floating-point math, C++ arrays, and much more. Using the sample programs and the source code to run them, you can follow along as you learn. Bio: David Conger has been programming professionally for over 23 years. Along with countless custom business applications, he has written several PC and online games. Conger also worked on graphics firmware for military aircraft, and taught computer science at the university level for four years. Conger has written numerous books on C, C++, and other computer-related topics. He lives in western Washington State and has also published a collection of Indian folk tales.

How to Become a Video Game Artist

The NES Encyclopedia

The electronic age is bringing sweeping changes to entertainment and media of all kinds, including publishing, broadcasting and film. Multimedia, the Internet and other digital media outlets for entertainment and information are being refined at a rapid rate. Media giants are merging and making big acquisitions. This book covers these exciting developments and provides profiles on hundreds of leading firms in film, radio, television, cable, new media, and publishing of all types including books, magazines and newspapers. It contains thousands of contacts for business and industry leaders, industry associations, Internet sites and other resources. You'll get in-depth profiles of nearly 400 of the world's top Entertainment & Media firms: our own unique list of companies that are the leaders in this field. Here you'll find complete profiles of the hot companies that are making news today, the largest, most successful corporations in all facets of the Entertainment and Media Business, from broadcasters to film production companies, casino operators to theme park companies, publishers of books and magazines to video game designers, and much more. Our corporate profiles include executive contacts, growth plans, financial records, address, phone, fax and much more. This innovative book offers unique information, all indexed and cross-indexed more for each firm! Our industry analysis section provides an exceptional discussion of business and market trends. The book includes statistical tables covering revenues for several industry sectors. Purchasers of either the book or PDF version can receive a free copy of the company profiles database on CD-ROM, enabling key word search and export of key data.

Art Of Atari

Featuring more than five thousand color photographs for easy identification, this definitive guide to a wide range of collectibles provides up-to-date values for items ranging from Barbie dolls, ceramics, Americana, and autographs to sports memorabilia, advertising items, jewelry, toys, and textiles. Original.

Game Boy Modding

The ultimate guide to retro game consoles, an ideal reference for collectors and enthusiasts.. Write ups, specs and pictures of over 85 collectible consoles and variant models from 1972 to 2000. From the Magnavox Odyssey right through to the Sega Dreamcast. Including the history of the evolution of electronic gaming and advice on how to collect classic consoles. A comprehensive database of collectible consoles. Written by fellow collectors and enthusiasts.

The Ultimate Guide to Classic Game Consoles

Design and build cutting-edge video games with help from video game expert Scott Rogers! If you want to design and build cutting-edge video games but aren't sure where to start, then this is the book for you. Written by leading video game expert Scott Rogers, who has designed the hits Pac Man World, Maxim vs. Army of Zin, and SpongeBob Squarepants, this book is full of Rogers's wit and imaginative style that demonstrates everything you need to know about designing great video games. Features an approachable writing style that considers game designers from all levels of expertise and experience Covers the entire video game creation process, including developing marketable ideas, understanding what gamers want, working with player actions, and more Offers techniques for creating non-human characters and using the camera as a character Shares helpful insight on the business of design and how to create design documents So, put your game face on and start creating memorable, creative, and unique video games with this book!

2007 Video Game Price Guide

The NES is one of the most iconic video game systems of all time, and is credited with 'saving' the American video games industry in the early 80s when it looked likely to collapse. The NES Encyclopedia is the first ever complete reference guide to every game released on the Nintendo Entertainment System, Nintendo's first industry-defining video game system. As well as covering all 714 officially licensed NES games, the book also includes more than 160 unlicensed games released during its lifespan, giving for the first time a definitive history of this important console's full library. Written by a retro gaming expert with 30 years of gaming experience and a penchant for bad jokes, the NES Encyclopedia promises to be both

informative and entertaining. The NES continues to enjoy a strong cult following among Nintendo fans and gamers in general with wide varieties of officially licensed merchandise proving ever popular: both for older fans who remember it the first time around, and younger gamers discovering the system for the first time through Nintendo's regular re-releases of its older games. Nintendo's most recent console, the Switch, is the fastest selling video game console of all time in the United States and Japan. Nintendo will be launching a variety of classic NES games for download on the system later in 2018, meaning a new audience of gamers is due to discover the NES for the first time.

VINTROPEDIA - Vintage Computer and Retro Console Price Guide 2009

The early 80s was a pioneering time for home video games. Consoles from Atari, Mattel, Coleco, and others dominated many American living rooms. This guide takes an in-depth look at the classic consoles, games, accessories, and related merchandise manufactured between the introduction of the Atari VCS in 1977 and the great video game crash of 1984. The great consoles from Atari--the 2600 VCS, 5200 SuperSystem, and 7800 ProSystem are all covered in depth, as well as the amazing Coleco Vision, Intellivision, Odyssey-2-, and Vectrex gaming systems. More than 2,000 full-color photographs complement detailed listings for loose and boxed items. Consoles, cartridges, manuals, accessories, and related merchandise are listed and priced in an easy-to-use, checklist format. Products are listed by console and manufacturer for easy reference. See Donkey Kong, Frogger, Asteroids, Centipede, Pac-Man, and many other famous stars from the 1980s systems in this must-have title on classic video games. 2008 values.

Playing with Power: Nintendo NES Classics

"Over 10,000 prices and descriptions"--Cover.

TV Guide

With nearly three years of research utilized to compile game lists and thousands of hours used to play and review the games listed within, Video Game Bible is the most comprehensive source of information on video games released in the U.S. since 1985 ever created. Prices are based on realistic figures compiled by interviewing hundreds of large collectors and game store owners, and offer a realistic guideline to be followed by both collectors and video gamers looking to complete their collections. While numerous guides have been compiled on the subject of classic video games, this book offers coverage of video game consoles releases after 1985, known as the "neo-classics". With 39 systems in total, Video Game Bible offers the largest guide to date. With the recent proliferation of video game collecting into the mainstream, it is necessary to have a standard by which games are valued. This is the first installment in a series of guides intended to offer

full coverage of every video game ever made worldwide. Video game consoles are grouped together by the company that made them for easy reference. In addition to the table of contents, which lists each section separately, there are corner tabs to make browsing the guide even more convenient. Thousands of new facts are offered within the pages of this book, as are thousands of reviews and overviews. Written in a lighthearted manner, chapters of this guide that may not pertain to a particular collector will still be enjoyable for intelligent readers. An easy to use reference guide suitable for any age, this guide is sure to be an invaluable resource for anyone interested in video game collecting, video game history, and even for the casual video game fan interested in learning more about the hobby. Editor-In Chief: Andy Slaven Staff Writers: Micheal Collins, Lucus Barnes, Vincent Yang Contributing Writers: Charlie Reneke, Joe Kudrna

The Black Art of Video Game Console Design

Ultimate Nintendo: Guide to the SNES Library is a thorough examination of the games from the beloved and influential Super Nintendo Entertainment System. This definitive resource contains information, screenshots, and reviews of all games released for Nintendo's 16-bit home video game console between 1991-1998. Read about hundreds of fun and memorable SNES titles like Super Mario World, Donkey Kong Country, Super Metroid, Mega Man X, Super Castlevania IV, The Legend of Zelda: A Link to the Past, and many more. This collection includes details for every SNES game: developer, publisher, release date, genre, special features, and more! Bonus sections are dedicated to promo cartridges and even games that were never released! So if you are a Nintendo or video game fan, dive in and learn about all the entertaining and interesting games in the impressive SNES library!

Game Console Hacking

&a>breaks new ground in game development by bridging the alien worlds of hardware and software together for the first time! The Black Art of Video Game Console Design is written for the programmer and/or hobbyist interested in software game development, but also wants to understand the hardware games are implemented on. This book assumes no prior knowledge of Electrical Engineering or Computer Architecture, but takes you on a breathtaking journey from atomic semiconductor theory to the design and construction of basic video game consoles that you can build and write your own games for! Included in the book is the entire design of numerous embedded game systems including the XGameStation systems and much more. The Black Art of Video Game Console Design with 800+ pages covers everything you need to know to design your own game console including:

- Basic atomic physics and semiconductor theory primer.
- Introduction to circuit analysis; current, voltage, and resistance.
- Analog design using discrete components.
- Digital electronics and Boolean algebra.
- Physical hardware construction and prototyping techniques.
- Combinational logic and advanced integrated circuit building blocks.
- Finite state machine design.
- Computer architecture and design.
- Understanding and

using microprocessors and microcontrollers. • Developing software for embedded systems. • Designing video (NTSC/VGA), audio, and input device systems. • Interfacing and communications. • The complete design and discussion of numerous game systems including the XGameStations! Register your book at informit.com/register and download the following additional resources (previously on bundled CD): • PCB and circuit simulation tools. • All necessary data sheets. • Demos and source code. • Complete designs to numerous embedded systems including the XGameStations.

Strategies for Nintendo Games

Provides information on identifying, finding, and evaluating flea markets, offers buying and selling tips, and lists current prices for thousands of collectibles

The Game Console

Provides lists of selling prices of items found on eBay in such categories as antiques, boats, books, cameras, coins, collectibles, dolls, DVDs, real estate, stamps, tickets, and video games.

Plunkett's Entertainment & Media Industry Almanac 2006: The Only Complete Guide to the Technologies and Companies Changing the Way the World Shares En

Complete beginner's guide to all aspects of modifying the classic Nintendo Game Boy. Game Boy Modding teaches you how to purchase, refurbish, mod, and customize Nintendo handheld consoles. The consoles are widely available and the customizations are affordable, requiring only limited tools and know-how. Retro consoles are seeing a resurgence of popularity worldwide, and king among these throwback devices is the Nintendo Game Boy, which sold over 100 million units in its lifetime and introduced gamers to Mario and Pokemon. These consoles emanate pixelated 8-bit retro charm, but lack the modern technological enhancements that we take for granted in 2020. You'll learn basic soldering and hardware modification techniques; how to change speakers, buttons, and screen lenses; how to fix dead speakers and sticky buttons; and how to personalize your Game Boy to your heart's content.

Leo Laporte's 2006 Gadget Guide

Anyone can master the fundamentals of game design - no technological expertise is necessary. The Art of Game Design: A Book of Lenses shows that the same basic principles of psychology that work for board games, card games and athletic games also are the keys to making top-quality videogames. Good game design happens when you view your game from

many different perspectives, or lenses. While touring through the unusual territory that is game design, this book gives the reader one hundred of these lenses - one hundred sets of insightful questions to ask yourself that will help make your game better. These lenses are gathered from fields as diverse as psychology, architecture, music, visual design, film, software engineering, theme park design, mathematics, writing, puzzle design, and anthropology. Anyone who reads this book will be inspired to become a better game designer - and will understand how to do it.

Ultimate Nintendo

Space Invaders and Asteroids are back! Loved that Atari(r) when you were a kid? So did Ben Heckendorn - so much, in fact, that he successfully resurrected it as a slim, go-anywhere portable. When Playstation(r) and Nintendo(r) aficionados got jealous, he created miniaturized, fully functioning, battery-powered versions of those too. Now it's your turn. Every secret is here - complete instructions, materials lists, tool tips, even advice on finding parts. Just wait 'til they see this at the high school reunion. Ready? Let's get started Plans and instructions for building eight handheld, classic video games * Choosing a game system - Atari(r), Nintendo(r), Super Nintendo(r), or Playstation(r)1 * What you'll spend * Electronics and soldering 101 * Hacking portable TVs for their screens * Building the case - CNC or freehand? * Yank the cord, install the batteries

Hacking Video Game Consoles

Official Price Guide to Action Figures

Atari is one of the most recognized names in the world. Since its formation in 1972, the company pioneered hundreds of iconic titles including Asteroids, Centipede, and Missile Command. In addition to hundreds of games created for arcades, home video systems, and computers, original artwork was specially commissioned to enhance the Atari experience, further enticing children and adults to embrace and enjoy the new era of electronic entertainment. The Art of Atari is the first official collection of such artwork. Sourced from private collections worldwide, this book spans over 40 years of the company's unique illustrations used in packaging, advertisements, catalogs, and more. Co-written by Robert V. Conte and Tim Lapetino, The Art of Atari includes behind-the-scenes details on how dozens of games featured within were conceived of, illustrated, approved (or rejected), and brought to life! Includes a special Foreword by New York Times bestseller Ernest Cline author of Armada and Ready Player One, soon to be a motion picture directed by Steven Spielberg. Whether you're a fan, collector, enthusiast, or new to the world of Atari, this book offers the most complete collection of Atari artwork ever produced!

Price Guide to Flea Market Treasures

The Video Games Guide is the world's most comprehensive reference book on computer and video games. Presented in an A to Z format, this greatly expanded new edition spans fifty years of game design—from the very earliest (1962's Spacewar) through the present day releases on the PlayStation 3, Xbox 360, Wii and PC. Each game entry includes the year of release, the hardware it was released on, the name of the developer/publisher, a one to five star quality rating, and a descriptive review which offers fascinating nuggets of trivia, historical notes, cross-referencing with other titles, information on each game's sequels and of course the author's views and insights into the game. In addition to the main entries and reviews, a full-color gallery provides a visual timeline of gaming through the decades, and several appendices help to place nearly 3,000 games in context. Appendices include: a chronology of gaming software and hardware, a list of game designers showing their main titles, results of annual video game awards, notes on sourcing video games, and a glossary of gaming terms.

Collecting Cartridges

Over 50,000 listings are included, each from reliable sources and carefully checked by an authority on the subject. Hundreds of sharp photos accompany the 500+ categories - all types of glass and porcelain, match holders, purses, cookie jars, jewelry, advertising, furniture, dolls, records - you name it. 8.5 x 11. 2002 values.

Classic 80s Home Video Games

The Overstreet Guide to Collecting Video Games shines a spotlight on this booming hobby. Packed with insight, it showcases the many different ways of collecting, including collecting by developer, by console, and by character. It unlocks the history of video games and even suggests how to incorporate games into other collections. It's the latest entry in the "How-To" line from the publishers of The Overstreet Comic Book Price Guide.

Collectibles Price Guide 2006

The Video Games Guide

The experts at "Consumer Reports" provide this essential guide to everything for and about home computing and network needs.

Video Game Bible, 1985-2002

The Game Console is a tour through the evolution of video game hardware, with gorgeous full-color photos of 86 consoles. You'll start your journey with legendary consoles like the Magnavox Odyssey, Atari 2600, Nintendo Entertainment System, and the Commodore 64. The visual nostalgia trip continues with systems from the 1990s and 2000s, and ends on modern consoles like the Xbox One, PlayStation 4, and Wii U. Throughout the book, you'll also discover many consoles you never knew existed, and even find a rare peek at the hardware inside several of history's most iconic video game systems.

Level Up! The Guide to Great Video Game Design

The 2007 Video Game Price Guide has been completely updated with the newest pricing information for home console systems. It contains values for over 13,000 different games and pieces of hardware. The book covers 48 video game systems which span from the original platforms produced in the 1970s to modern day systems. Games which are unreleased as of press time are listed as well. Whether you are a dedicated classic system collector, or wanting to know how much the games that you have for your newest system are really worth to the video game store, you'll find it here.

Creating Games in C++

From console and arcade games to handheld video games, this comprehensive sourcebook and price guide lists prices for the video games of the 1970s and 1980s and game systems of the 1990s as well as information on how to restore games to their original condition and make repairs.

Price Guide to Flea Market Treasures

Covering a time span of 1968 to 1998, and encompassing a spectrum of over 14,000 items across the history of the computer, console, accessories and software markets, the Vintropedia 2009 Price Guide is the definitive resource to a collector's needs. Included within are prices (in GBP), machine specifications, regions of origin, release dates, model names, publishing companies, old ads and more! Look no further than Vintropedia, a guide created by collectors, for collectors.

Level Up!

Ultimate Nintendo: Guide to the NES Library 1985-1995 is an expansive and thorough look at one of the greatest video game libraries of all time - the Nintendo Entertainment System. This nearly 450-page book covers all 800+ licensed and

unlicensed games released during the system's lifespan, and features information and reviews for these classic (and not so classic) 8-bit games.

Schroeder's Antiques Price Guide

Two leading game designers take readers step by step through the entire process of creating a video game, from developing a story and integrating it into a game, to writing the game script, creating the design document, working with intellectual property rights and licensing, and selling an idea to developers and publishers. Original.

Standard and Poor's 500 Guide

Want to design your own video games? Let expert Scott Rogers show you how! If you want to design and build cutting-edge video games but aren't sure where to start, then the SECOND EDITION of the acclaimed Level Up! is for you! Written by leading video game expert Scott Rogers, who has designed the hits Pac Man World, Maximo and SpongeBob Squarepants, this updated edition provides clear and well-thought out examples that forgo theoretical gobbledegook with charmingly illustrated concepts and solutions based on years of professional experience. Level Up! 2nd Edition has been NEWLY EXPANDED to teach you how to develop marketable ideas, learn what perils and pitfalls await during a game's pre-production, production and post-production stages, and provide even more creative ideas to serve as fuel for your own projects including: Developing your game design from the spark of inspiration all the way to production Learning how to design the most exciting levels, the most precise controls, and the fiercest foes that will keep your players challenged Creating games for mobile and console systems - including detailed rules for touch and motion controls Monetizing your game from the design up Writing effective and professional design documents with the help of brand new examples Level Up! 2nd Edition is includes all-new content, an introduction by David "God of War" Jaffe and even a brand-new chili recipe -making it an even more indispensable guide for video game designers both "in the field" and the classroom. Grab your copy of Level Up! 2nd Edition and let's make a game!

The Art of Game Design

What do the Bionic Woman, Captain Action, G.I. Joe, Thundercats, and the Teenage Mutant Ninja Turtles have in common? They're action figures--and part of the hot new area of collectibles! COMPREHENSIVE. From the A-Team to the X-Men, Big Jim to the Little Mermaid, Desert Patrol to Waterworld, Marvel Superheroes to Masters of the Universe, The Official Price Guide to Action Figures lists more than 8,000 different figures from hundreds of series--with separate introductions to each series and its significance, history, and collectibility. SPECIAL SECTIONS. An on-target market review, a step-by-step look at

how an action figure is created--from conception to sculpting to production, and a history of Kenner (a major manufacturer of action figures for the past twenty years). PROFESSIONAL ADVICE. Helpful tips from the experts on starting, building, and maintaining an action figure collection. WRITTEN BY EXPERTS. Stuart Wells III is the former executive editor of Collectible Toys & Values and Triton: Comics, Cards, and Collectibles, monthly magazines covering all types of action figures. Jim Main is the editor and publisher of Action Figure Collector and Barracks: The G.I. Joe Collectors Magazine. FULLY ILLUSTRATED. The Official Price Guide to Action Figures is packed with more than 600 photographs for easy identification. HOUSE OF COLLECTIBLES. Serving collectors for more than thirty-five years

The Official Price Guide to Flea Market Treasures

The Atari VCS (2600), 5200, 7800, Mattel Intellivision, Coleco Colecovision and Milton Bradley Microvision. Collecting Cartridges is much more than a book, for many it's a passion - likely the closest thing to a time machine to our childhoods and a period of time where video game consoles were a completely new concept. It's technology that demands a fascination, not just by those of us that lived it, but by future generations who wish to enjoy part of this very unique period of time. This guide is a work of love. It came about through the lack of any other detailed price guide that was really reflective of what classic video games, in similar conditions, were selling for. The information took years to compile, but became a personal resource being referenced regularly. There was no reason that if one person found it helpful, many others might as well. The layout of this guide is extremely simple to reference. It explains, through words and pictures, how to categorize any particular game title by its condition. The game titles are then broken down by console, publisher and name. Each title generally has multiple conditions reflective of what the same game would be bought and sold for. Most important is the fact that these prices are, in no way, arbitrary. The prices are an average of each title's actual selling price. Formulas are used to fill in the value of each game under varying conditions. Great care has also been provided to reference the author(s) of each game. These designers were the proverbial 'rock stars' of the day. Part of the enjoyment of collecting is getting to know each programmer and their library of work. This guide contains an appendix which provides a very thorough cross reference. Along with historical information on each console and adding a few fond memories, this guide should be a part of any classic gamer's library. "Don't pay too much or accept too little. If you have anything to do with classic video game systems, you need this guide. This is the most accurate way of determining a game's value."

Ultimate Nintendo

Draws on interviews with leading professionals to provide a crash course in the different skills video game artists need, in a work that features screenshots from popular games, step-by-step game art lessons, and portfolio samples.

The Ultimate Guide to Video Game Writing and Design

Provides information on identifying, finding, and evaluating flea markets, offers buying and selling tips, and lists current prices for thousands of collectibles

Digital Buying Guide 2005

Provides information on activity, recent developments, sales history, earnings, dividends, share prices, and rankings for five hundred top corporations

The EBay Price Guide

The worldwide video game console market surpassed \$10 billion in 2003. Current sales of new consoles is consolidated around 3 major companies and their proprietary platforms: Nintendo, Sony and Microsoft. In addition, there is an enormous installed "retro gaming" base of Ataria and Sega console enthusiasts. This book, written by a team led by Joe Grand, author of "Hardware Hacking: Have Fun While Voiding Your Warranty", provides hard-core gamers with they keys to the kingdom: specific instructions on how to crack into their console and make it do things it was never designed to do. By definition, video console game players like to have fun. Most of them are addicted to the adrenaline rush associated with "winning", and even more so when the "winning" involves beating the system by discovering the multitude of "cheats" built into most video games. Now, they can have the ultimate adrenaline rush---actually messing around with the soul of the machine and configuring it to behave exactly as the command. This book builds on the motto of "Have Fun While Voiding Your Warranty" and will appeal to the community of hardware geeks who associate unscrewing the back of their video console with para-jumping into the perfect storm. Providing a reliable, field-tested guide to hacking all of the most popular video gaming consoles Written by some of the most knowledgeable and recognizable names in the hardware hacking community Game Console Hacking is the first book on the market to show game enthusiasts (self described hardware geeks) how to disassemble, reconfigure, customize and re-purpose their Atari, Sega, Nintendo, Playstation and Xbox systems

Willings Press Guide

Following on the success of Judith Miller's Antiques Price Guide, DK is publishing a new price guide that will include endless numbers of familiar items from items picked up at flea markets and collectors' shows to Native American artifacts and folk art. Focusing primarily on the less expensive end of the collecting market, the Collectibles Price Guide will help to evaluate your own collection. This book is a useful shopping tool, whether in thrift shops or on the Internet.

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[HISTORICAL FICTION](#) [HORROR](#) [LITERARY FICTION](#) [NON-FICTION](#) [SCIENCE FICTION](#)