

Rogue Leaders The Story Of Lucasarts

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Rogue Leaders: The Story of LucasArts by Rob Smith

256 pp. ISBN. 0-8118-6184-8. Rogue Leaders: The Story of LucasArts is a book about the history of the video game developer and publisher LucasArts, by PlayStation: The Official Magazine ' s Editor-in-Chief Rob Smith, with a foreword by George Lucas.

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Rogue Leaders - Wikipedia

Rogue Leaders: The Story of LucasArts is a reference book by Rob Smith which covers the history of LucasArts, including behind the scenes information and concept art on several Star Wars games. 1 Publisher's summary 2 Sources 3 Cover gallery 4 External links In 1982, George Lucas saw potential...

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Rogue Leaders is a beautiful coffee table book that chronicles the history of George Lucas' video game division, Lucasarts. Rogue Leaders: The Story of LucasArts is a large beautiful coffee table book adorned with a lenticular cover showcasing several videogame characters. This tome was written by Rob Smith with a foreword by George Lucas.

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Rogue Leaders: The Story of LucasArts is a book about the history of the video game developer and publisher LucasArts, by PlayStation: The Official Magazine 's Editor-in-Chief Rob Smith, with a foreword by George Lucas.

Rogue Leaders: The Story of LucasArts - Wikipedia

This legacy is front and center in. Rogue Leaders: The Story of LucasArts. , a new hardcover released this month by Chronicle Books. Written by industry veteran Rob Smith, the book sets out to explore the first 25 years (and counting) of game production by the company once known as Lucasfilm Games.

Rogue Leaders: The Story of LucasArts book review ...

Posted by robroom under LucasArts, Rogue Leaders: The Story of LucasArts Leave a Comment Emmy-award winning videogame TV show Electric Playground has been around for years, with host and producer Victor Lucas traveling the globe to cover games and the people that make them.

Rogue Leaders: The Story of LucasArts | The Rob Room

Rogue Leaders typically spends two pages per game. That could be enough room if the type size and line-spacing was that of a normal book or magazine article, but unfortunately here it amounts to little more than 300 words per game for bigger titles, like 'Day of the Tentacle' or 'Sam & Max', and even less for games like 'Loom'.

Amazon.com: Customer reviews: Rogue Leaders: The Story of ...

Rogue Leaders is an interview conducted by David Pipgras with Michael A. Stackpole and Aaron Allston, authors of the X-Wing series of novels. It was first published in Star Wars Galaxy Collector 4 and later archived electronically on StarWars.com. External links Rogue Leaders: An Interview with Michael Stackpole and Aaron Allston, authors of the Star Wars: X-Wing novels on StarWars.com ...

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Rogue Leaders: The Story of Lucasarts: Amazon.co.uk: Rob ...

Rogue Leaders : The Story of Lucasarts by Rob Smith and Chronicle Books Staff (2008, Hardcover)

Rogue Leaders : The Story of Lucasarts by Rob Smith and ...

The story is set in the Star Wars galaxy approximately one year after Return of the Jedi. The 2005 prequel series *X-Wing - Rogue Leader* tells of Luke Skywalker 's final involvement with the squadron.

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