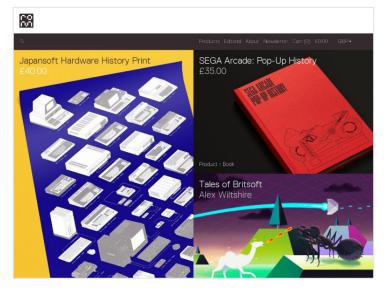




Read-Only Memory



Read-Only Memory publishes high-quality books documenting great moments in video game history.

Founded in London, UK, in 2012 by Darren Wall, Read-Only Memory's beautifully designed and highly informative books are perfect for the historically minded video game enthusiast.

"[I aim to] create visually spectacular, extensively researched and beautifully written titles, which would document the pioneers, milestones, titles and cultures that have shaped the games industry."

- Darren Wall, founder

In the wake of renewed interest in 80s and '90s British video game development, the company first gained the public's attention with titles, Sensible Software 1986-1999 and Sega Mega Drive/Genesis: Collected Works, the company has crowdfunded and published several more well-received art books. Editorial articles, including interviews and stories behind some of the most successful retro games, are also available on the site, covering similar topics in shorter, more bite-sized (no pun intended) portions.

An article **in the Japan Times** highlighted Read-Only Memory as "one of five essential publishers that are using new approaches to push the boundaries between design and publishing".

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CATEGORY

Books

COUNTRY

United Kingdom (UK)

VISIT WEBSITE

https://readonlymemory.vg