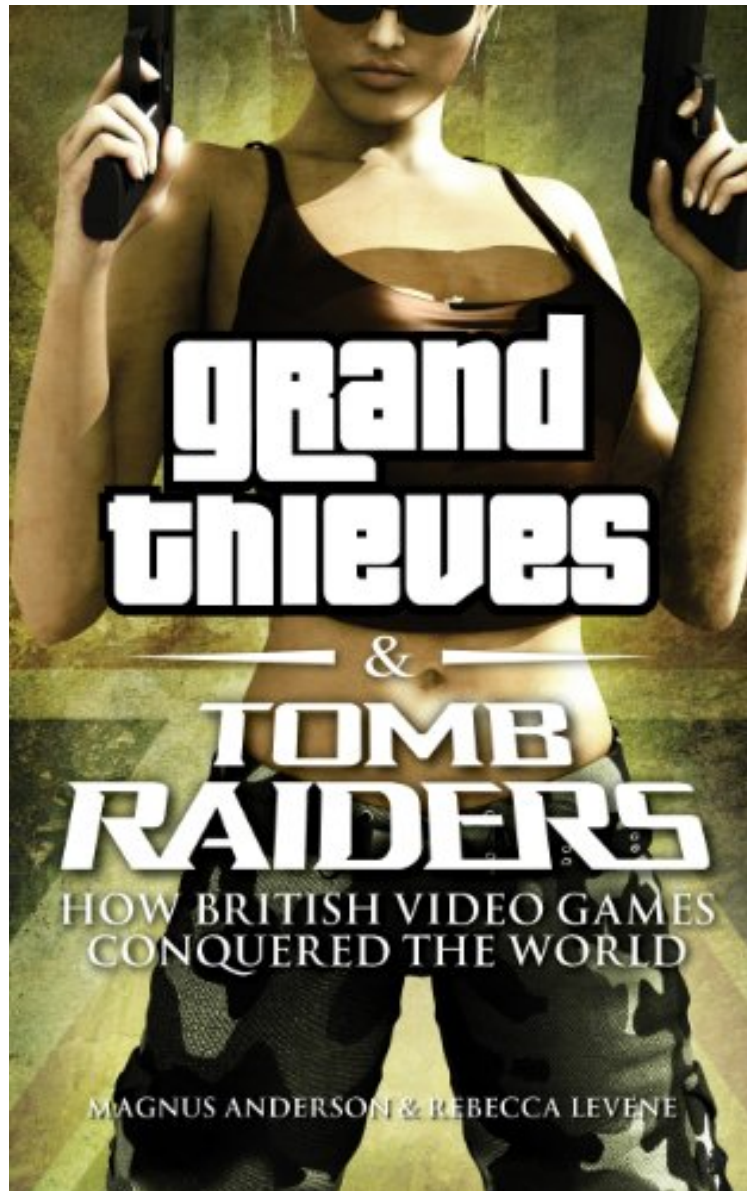


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## Grand Thieves and Tomb Raiders: How British Videogames Conquered the World

*Rebecca Levene, Magnus Anderson*

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**Rebecca Levene, Magnus Anderson : Grand Thieves and Tomb Raiders: How British Videogames Conquered the World** before purchasing it in order to gauge whether or not it would be worth my time, and all praised Grand Thieves and Tomb Raiders: How British Videogames Conquered the World:

It's become the greatest British invasion of them all: Lara Croft is a world famous pin-up, and the British-made Grand Theft Auto and its spin-offs have sold more than 120 million copies worldwide. The UK's games are now bigger than either its cinema or its music. Yet gaming's birth in a moribund eighties Britain was almost accidental. Thatcherite policies had nurtured humble machines like the ZX Spectrum and BBC Micro, and a home-grown culture of young programmers and unlikely entrepreneurs exploded alongside it. Isolated from the rest of the world, British gaming evolved in a strange and brilliant profusion of odd-ball characters, programming miracles and Pythonesque humour. And when the industry went global, British games-makers were ready to be a driving force behind the new Cool Britannia and beyond. Grand Thieves and Tomb Raiders is the first book to tell the amazing secret history of British videogames. It's a story of local talent bursting onto the international stage, and of a generation of brilliant bedroom programmers whose creations swept them to unimaginable riches. Most of all, it's the story of how a uniquely British combination of ingenuity, bluff, and sheer luck has produced some of the greatest games of all time.

'This fascinating book colourfully presents the UK's gaming origins in the nerd bedrooms of the 1980s before the stories behind our greatest electronic exports roll on in.' Xbox 360 'A new and engrossing history of the UK games industry' -- Rory Cellan-Jones, BBC Technology Correspondent  
About the Author  
Magnus Anderson has been following the British games industry ever since his family bought a Sinclair ZX81 when he was eight. He has often spoken about the subject on the radio and on conference panels. Grand Thieves Tomb Raiders is his first book.  
Rebecca Levene has been a writer and editor for twenty years, working in the games, publishing, TV and magazine industries. She has previously scripted a first-person shooter for consoles and is currently working on the hit app game Zombies, Run!. She is the author of numerous fiction and non-fiction books.