Contents

```
Preface VII
Introduction
             ΙX
Chapter 1: From Goldberg to Glass
                                                         34
Chapter 2: The Road to Success Is Paved with Gold-farb
Chapter 3: Lost and Found
Chapter 4: An Ideal Decade
Chapter 5: Doctors, Disorders, Dames, and Destruction
Chapter 6: Makin' Moves
Chapter 7: The Future's So Brite
                                  242
Chapter 8: Super Sonic Play 278
Chapter 9: The Final Curtain Call
                                   322
Chapter 10: The Anson Becomes the Captain
                                               356
Chapter 11: Simon Says "Turn It On"
Chapter 12: Fun on Tap
Appendix A: List of Toys and Games
                                          526
Appendix B: List of Marvin Glass Employees
Appendix C: LaSalle Studio Floor Plans 528
Appendix D: James Bond 007 items 530
Appendix E: A Closer Look at the Coin-op Video Arcade Games
                                                          538
Appendix F: Going-Out-of-Business Auction Brochure
Acknowledgments
                  567
Endnotes 568
Photography and Image Credits
                               588
Bibliography 593
Index
       598
About the Author 605
```