Operating continuously since 1989, the web project known as theLogBook.com is one of the web’s oldest troves of retro-geeky goodness, focusing on classic science fiction and fantasy across several media, an award winning archive of vintage video, arcade, and computer games, sections covering music, soundtracks, and collectibles, and much more. With an informative and fast-paced daily podcast and a lively forum community, theLogBook.com has been around since most of us first heard of the web. Expanding its original content into video documentaries and books covering the subject matter that the site has explored so extensively, theLogBook.com is celebrating a quarter century of making your universe a geekier place to live.

From the vantage point of year 25, this is your guide to the many facets of theLogBook.com, from the site itself to the multimedia projects it has spawned – and a few previews of things to come. Links within the document will take you straight to the site, or to theLogBook.com Store, where you can order the books and videos.

With its incredibly deep archive of how many media and many minds have imagined the future, theLogBook.com has truly earned its place as the home of what tomorrow looked like yesterday.
With nearly 50 years of adventures recorded across several media, the BBC’s international smash hit DOCTOR WHO is one of the most deeply explored fictional “universes” in TV or literary history – partly because it intersects with our own in so many places.

Writer, media critic and unabashed Doctor Who fan Earl Green has been writing about Doctor Who in all of its forms for over two decades on theLogbook.com, one of the longest-running science fiction sites on the internet. This unauthorized, 458-page guide combines material from the site with plentiful all-new pieces written exclusively for this book, chronicling the history of the Doctor’s universe on television. The second edition has been expanded to include references to the show’s 2012-2013 season and other recent developments.

VWORP! is just the beginning of your complete guide to the travels of the TARDIS, pointing out noteworthy original series adventures to fans of the new series, and finding hints of the show’s larger narrative in some of the oddest places.

Originally released in June 2012, the first edition of VWORP! was retired and replaced with the second edition in July 2014.

It can be purchased as an ebook directly from theLogBook.com Store. The paperback edition can also be purchased through theLogBook.com, Amazon.com, and Amazon.co.uk.

ISBN-13
978-1500413255

ISBN-10
1500413259
In 1989, Doctor Who was cancelled with little hope of reprieve.

In 1996, a one-off Doctor Who TV movie renewed the legend.

In 2005 Doctor Who returned to TV triumphantly, and the BBC quickly made plans for several spin-off series.

In between, fandom came to the rescue.

With fan-produced amateur films and audio stories, the Doctor and friends actually had more adventures while the show was off the air than they could have while it was in production! When Doctor Who returned, it was these fans who were now writing some of his TV adventures.

VWORP!2 covers the years that Doctor Who was heard and not seen, via official audio adventures from Big Finish and the BBC. The three successful TV spin-offs to date – Torchwood, The Sarah Jane Adventures, and K-9 – are also covered, along with updates on the 2012 and 2013 seasons of Doctor Who. Weighing in at a massive and comprehensive 524 pages, VWORP!2 continues your invaluable guide to the Doctor’s travels.

VWORP!2 was released in August 2014.

It can be purchased as an ebook directly from theLogBook.com Store. The paperback edition is available from theLogBook.com, Amazon.com, and Amazon.co.uk.

ISBN-13
978-1500643799

ISBN-10
1500643793
Based on theLogBook.com’s award-winning online museum of classic arcade, computer and home video games, Phosphor Dot Fossils is a six-hour crash course in the history of electronic entertainment: a celebration of the evolution and innovation of arcade games, home video games and computer games.

Actual video clips of dozens of games in action, from 1971’s Computer Space through the dawn of the NES era, accompanied by fascinating game-by-game historical notes. It’s a “video book” and a celebration of the sights and sounds of video gaming’s history all in one.

This will be the first time you’ve ever been happy to see advertisements, as vintage promo pieces pepper the narrative of the industry’s rise, fall, and rebirth. Hundreds of hours have been spent on restoring the sound and video to the best quality possible to these gems of pure ’80s bliss, many of which haven’t been seen in over 25 years.

From the Magnavox Odyssey’s light gun to the Atari 2600 joystick to Intellivision’s keypads to the Famicom D-pad controllers, see how keeping your fingers on the pulse of the game has evolved.

Originally available on 2 DVDs, Phosphor Dot Fossils is now available via our a la carte video delivery system, allowing you to download just the years you want to see.
Every year or two, the classic video game designers who created the innovative hardware and memorable software of the past gather on the west coast to meet the fans, tell their stories, and relive the glory days of video games. The LogBook.com's series of Classic Gaming Expo videos document these monumental gatherings of the talented minds who created a multi-billion-dollar industry.

With guests from Atari co-founder Nolan Bushnell to Atari's first engineer Al Alcorn to Jay Smith, the man behind the legendary Vectrex stand-alone game console, the CGE videos capture the history of classic arcade, console and computer games, as told by the people who made that history.

Hear the stories from such notables as the late Jerry Lawson (engineer in charge of the Fairchild Channel F, the first cartridge-based video game system), Q*Bert designer Warren Davis, Battlezone creator Ed Rotberg, E.T./Yars' Revenge programmer Howard Scott Warshaw, Pitfall! Creator David Crane, Atari engineer Steve Bristow, the late Bill Kunkel (co-founder of Electronic Games Magazine, the first-ever video game-focused periodical), Crystal Castles creator Franz Lanzinger, Intellivision head honcho Keith Robinson, Atari 2600 Donkey Kong programmer Garry Kitchen, Megamania! maestro Steve Cartwright, Twin Galaxies legend Walter Day, and many more.

Originally available in multi-DVD sets grouped by year, the Classic Gaming Expo videos are now available for individual purchase and download via theLogBook.com's a la carte video delivery system.
theLogBook.com’s Escape Pod is a podcast released every day of the week, usually running approximately five minutes, covering trivia in the areas of science fiction, real space exploration, video games, and more.

Formatted as a “this day in history” radio segment, the Escape Pod is a fast-paced and frequently funny look back in time at the things that shaped the future in which we now live, from geek pop culture trends to scientific and technological advances.

You can listen to the latest installments, or download archived episodes individually or in multi-episode “Escape Pod Survival Packs” here.
Kasatochi creates chiptune versions of your favorite songs and albums, free for download. Usually, this means polyphonic music reminiscent of music from the sound chip of the Nintendo Entertainment System.

Releases fall into several categories (sometimes hitting multiple categories at once):

- **Album-length releases** (usually at least an hour of music)
- **Artist tributes** (releases focused on a specific artist)
- **Soundtrack tributes** (chiptune versions of popular movie & TV music)
- **Expansion Pack EPs** (shorter releases – usually 30-45 minutes of music)
- **DLC Singles** (smaller releases under 30 minutes)

Artists covered range from Van Halen to Rush, from Holst to Rimsky-Korsakov (!), from the Police to ELO, and from the Talking Heads to Kraftwerk. This includes 8-bit renditions of everything from new wave to classic rock to classical to medleys of memorable video game music.

Each download is a DRM-free ZIP file containing several DRM-free 320kbps MP3s, already ID3-tagged.

You can listen to samples of Kasatochi's music, or download full releases for free, here.
New adventures are in store for the starship Enterprise, and theLogBook.com creator and curator Earl Green brings you a guide to Star Trek old and new in the same format as VWORP! (in fact, the two are compatible and cross-referenced).

Starting with WARP!1, the WARP! books will cover the entire Star Trek franchise, complete with episode-by-episode reviews and behind-the-scenes notes. The first volume covers classic TV Star Trek and the series of movies that continued its story, the oft-overlooked animated series, The Next Generation, the modern movie reboot of the classic series, and a look at Gene Roddenberry’s other pilots and projects both before and after Star Trek’s original 1960s run.

Also covered will be the glut of fan films, surprisingly slick “amateur” productions that have arisen to satisfy fans’ hunger for new TV-style Star Trek when the franchise is officially reborn as a series of movies.

This title is coming soon.
From the popular to the obscure, A Guide To 42 British Sci-Fi TV Classics examines 42 specimens of British TV science fiction, from the BBC, ITV, and beyond. Including series (both short and long running) and notable one-off TV movies and specials, this essential guide examines familiar recurring themes in the genre, offers in-depth guides, analysis and critique of each one, all adding up to an examination of why a certain subset of Americans love this stuff.

Featuring:
- Blake’s 7
- Day Of The Triffids
- Hitchhiker’s Guide To The Galaxy
- Max Headroom
- Neverwhere
- The Omega Factor
- The Prisoner
- Quatermass
- Red Dwarf
- Star Cops
- Survivors
- The Tripods
…and many more!

This title has a tentative 2015 release date.
Launching in 1989 as a Star Trek: The Next Generation episode guide .TXT file, distributed by pre-internet dial-up BBS networks like FidoNet, the LogBook quickly grew to chronicle other shows; the original Star Trek and Deep Space Nine were next, as was Babylon 5 and the British space opera Blake’s 7. Zipped collections of .TXT files were updated monthly, and a short-lived print version of the LogBook, with reviews and articles, launched in 1994.

1995


1998

With the webmaster’s move to Wisconsin, the LogBook moved to execpc.com in Milwaukee, added sponsor links for the first time, and became a self-sustaining entity.

1999

On Memorial Day, 1999, the LogBook site officially became theLogBook.com, kicking off the LogBook’s 10th anniversary in style.
In the summer of 2001, a new template was designed that would encompass the entire site - and it would take 3 years to convert all 3000+ HTML pages over to it. The idea was to have a standardized design which would allow anyone in one section of the site to jump instantly to any other section.

With the hand-coded HTML pages not always playing well with the evolving standards of web design, the process of once again moving all of the site's content to a new design began in earnest. This time, hand-coded HTML was abandoned in favor of the WordPress blogging platform, heavily modified to serve as a content management system.

The entire site is now database driven, with the option for RSS feeds and the ability for staff writers to enter their own articles remotely rather than e-mailing everything to the editor-in-chief.

The beginning of a conscious attempt at a "cleaner" page design, the site went through several iterations of different layouts, many of them heavily reliant on HTML "tables." As the Great Browser Wars weren't quite a reality yet for the average reader, this wasn't the web design no-no that it is today.