

GMR Magazine - August, 2004. The Online World issue, Issue #19. With One of Four Variant Collectible Covers. Monster Hunter; Final Fantasy XI: Chains of Promathia; The Matrix Online; Everquest II; City of Heroes; Mega Man Battle Network 4; The Chroni

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Good - see scans and description below. Box-shipped; no bags here. New York: Ziff Davis Media, Inc., 2004. The August, 2004 issue of GMR, Issue # 19 - The "Online World" Issue. One of four variant collectiible covers (see scan). Quarto, rather gorgeously illustrated perfect-bound wraps, 110 pp. (and a densely-populated 110 pages they are indeed). Just Good; the outer skin of the spine has been stripped, meaning there is no print to read on the spine itself. Otherwise, this is an immaculate and pristine copy, cover-to-cover; even the laid-in cardstock subscription offers remain inside and untouched. Sharp, and scarce, example. See scans. GMR - short-lived, with just 25 issues from February 2003 to February 2005, at which time funding agent Electronics Boutique merged with Gamestop, which was already publishing a computer gaming organ - was a sumptuously illustrated and information-rich feast-magazine for video/computer gamers, covering well-known and less well-known games of all types, and reads like a publication you could sit with for a month and do nothing else. Articles, reviews, ranking, etc., and of course plenty of the graphics. See scan of contents pages for the seemingly countless offerings; but a few featured items in this issue are Monster Hunter; Final Fantasy XI: Chains of Promathia; The Matrix Online; Everquest II; City of Heroes; Mega Man Battle Network 4; The Chronicles of Riddick; etc., etc. Much more, of course. So many games...so little time. A scarce cover variant of a scarce issue - scarce, in this case, particularly because the printed copies were divided among four different covers - of a defunct magazine. Collectible. LPR11

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