Build The Ultimate Gaming PC (ExtremeTech)
Synopsis
Make one fantasy come true. Leave those mythical monsters alone for a minute and think about this. What if you had a really kickass PC that would let you totally experience the game? What if it included every feature you’ve dreamed of—a motherboard designed exclusively for gaming, top-notch video and sound cards, the fastest processor? What if another gamer could teach you to build it yourself, without spending a Jedi’s ransom? What if you buy this book, turn to page 1, and get started! Expert instructions for * Planning your PC * Setting your budget * Deciding where to shop for parts * Choosing a processor, memory, motherboard, sound and video cards, and the rest * Selecting speakers, a monitor, and a case * Assembling the PC * Installing the OS and software * Hooking up to a game network

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Customer Reviews
While I’m not a hardcore gamer, I understand the thrill and appeal of having the baddest box on the block. If that’s your goal and you’re willing to "roll your own", check out Build The Ultimate Gaming PC by K. R. Bourgoine and Matthew J. Malm. Contents: Part 1 - Spec-ing Out Your Ultimate Gaming PC: Let’s Make Some Decisions Part 2 - Let’s Go Shopping For Parts: Selecting the Ultimate Gaming Processor; Selecting the Ultimate Gaming Motherboard; Choosing Your Ultimate Memory; Choosing the Ultimate Video Card; Choosing Your Ultimate Storage Devices; Choosing the Ultimate Sound Card and Speakers; Choosing a Case for Your Ultimate Gaming PC; Selecting the Ultimate
Power Supply; Choosing Your Ultimate Monitor; Selecting the Ultimate Gaming Accessories
Part 3 - Bringing Your Ultimate Gaming PC to Life: Assembling Your Ultimate PC; Installing Your Software/OS
Part 4 - Advanced Gaming: Multiplayer Gaming

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There are a number of things that make this book stand out. The authors do a very nice job explaining what each of the components do, how a gamer should view those components, and what options are most important. For instance, Intel’s hyperthreading technology may sound really cool, but most games aren’t coded to take full advantage of that. Therefore, the AMD CPU with a slower clock speed actually outperforms the Intel Pentium 4. The logical analysis of those types of issues makes the book valuable even if you’re “not” necessarily building a gaming system. I also like how they actually recommend makes and models of components, like CPUs, monitors, and sound cards.

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