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Retro Game Dev: C64 Edition Retrogamedev
[Black & White version] Take your game development knowledge to the next level on the Commodore 64. Learn advanced development features such as debugging, raster interrupts, sprite multiplexing, and SID music playing. Follow along with the creation of a multi-screen beach bar game and experiment with the tools and code libraries used to create it. If you're ready to master the skills required to produce a production quality retro game, then you've come to the right place! Learn about: VS Code & Kick Assembler Debugging & Profiling Raster Interrupts Sprite Multiplexing SpritePad & CharPad SID Chip Music Playing Assembly Game Coding Multi-Screen Handling And much more... Downloads and discussion forum available at www.retrogamedev.com. Please note: The Kindle version is 'print replica' and will NOT work on eReaders. It will ONLY work on tablets, phones, Kindle Fires, Kindle Reading apps etc.

RetroGameDev C64 Edition Volume 2 Oscar draghi
This is the collector's hardback edition of the Commodore 64 Games Book 2 First published in 1984, this was the second in Melbourne House's series of books that aimed to help owners of the much-loved Commodore 64 learn more about their machines, including how to program a range of games. For many readers, the C64 would be the first computer they would ever have experienced, meaning the book had a very important job to do - introducing people to the very concept of computer programming. * * * As the original publisher Melbourne House wrote: Just when you thought it was safe to go back to your micro... By popular demand here's 30 more exciting, original games for your Commodore 64. Every game is new! And every game has been specifically designed with easy-to-understand sub-structures so you learn programming skills as you go. There's arcade games, strategy games and games you can modify and develop yourself. And with CHEXSUM, typing in is easier, and mistakes are quickly located. Commodore 64 owners - see if you can keep up with the latest release from the Commodore 64 Games experts. * * * Acorn Books is proud to present its Retro Reproduction Series, a collection of classic computing works from the 1980s and 90s, lovingly reproduced in the 21st century. From standards of programming reference no self-respecting microcomputer user would want to be without, to obscure works not found in print anywhere else, these modern reprints are perfect for any connoisseur of retro computing. Commodore 64. Nostalgic edition. Ediz. illustrata

[Color version] Learn to develop your own games for the biggest selling home computer of all time: the Commodore 64. Using modern tools, this introductory book guides you through all the elements required to make two mini games: a space shooter and a platformer, and run them on an emulator or real C64 hardware. Whether you're a retro enthusiast after a nostalgia fix, or a newcomer hoping to break into the games industry, this will unleash your creativity! Learn about: 6502 Assembly Language Commodore 64 Hardware CBM Prg Studio I.D.E. VICE Commodore Emulator Hardware and Software Sprites SID Chip Audio Effects Sprite Character Animation Background Screen Design And much more... Downloads and discussion forum available at www.retrogamedev.com. Please note: 1) The development environment used is for Microsoft Windows ONLY. 2) The Kindle version is 'print replica' and will NOT work on eReaders. It will ONLY work on tablets, phones, Kindle Fires, Kindle Reading apps etc.

Commodore 64 Games Book 2