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~~Retro Game Dev C64 Edition Vol 2~~ — Chapter 1 Sneak Peek!!

The link you've provided is a very good tutorial but the presentation and content of the C64 book I just put out is a world away from that. It won't be for everyone, but even if a few benefit then I'm happy with that. My early plans for a NES book is to again create 2 mini-games; a zelda style 4 way scroller, and a mode 7 style driving game.

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. Paperback: B/W Interior. Kindle: Color Interior. Please note that 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.

[Black & White version] Take your game development knowledge to the next level on the

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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.

With this book, you'll learn all about the hardware of Golden Age 8-bit arcade games produced in the late 1970s to early 1980s. We'll learn how to use the C programming language to write code for the Z80 CPU. The following arcade platforms are covered: * Midway 8080 (Space Invaders) * VIC Dual (Carnival) * Galaxian/Scramble (Namco) * Atari Color Vector * Williams (Defender, Robotron) We'll describe how to create video and sound for each platform. Use the online 8bitworkshop IDE to compile your C programs and play them right in the browser!

Learn how to program games for the NES! You'll learn how to draw text, scroll the screen, animate sprites, create a status bar, decompress title screens, play background music and sound effects and more. While using the book, take advantage of our Web-based IDE to see your code run instantly in the browser. We'll also talk about different "mappers" which add extra ROM and additional features to cartridges. Most of the examples use the CC65 C

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compiler using the NESLib library. We'll also write 6502 assembly language, programming the PPU and APU directly, and carefully timing our code to produce advanced psuedo-3D raster effects. Create your own graphics and sound, and share your games with friends!

Learn to program a game in Commodore 64 Assembler step by step. Learn to create sprites, custom character set, collision and much more.

Open the door to your retro computing adventure! The Commodore 64 is alive and well in a thriving community of enthusiasts. Updated for 2017 with additional content, the third edition of this book is your gateway to understanding and enjoying the C64 scene today whether it be through emulation or original hardware. With tutorials, reviews, personal stories, interviews, and links galore, the wide world of the C64 is at your fingertips! Have you ever wanted to know more about the Commodore 64 and how you can enjoy the thousands of programs developed for it, or perhaps create your own? Whether you are a newcomer to the still active Commodore scene, or someone who owned a C64 back in the 80s or 90s who would simply like to play an old game once again, this book will set you on the right path. Squarely targeted at the C64 novice, but with plenty for veterans as well, A C64 Walkabout discusses the old and the new, with reviews of great old games and information on new products still being developed for the C64 and VIC-20 home computers of the 1980s.

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Here is the definitive book for the Commodore owner. A complete and comprehensive guide to make you total master of your Commodore 64. Commodore 64 Exposed is an encyclopedia of solutions from Basic programming through to machine language, and includes vital tables of memory locations and system variables.

In this book you will learn to program a game step by step in Commodore 64 assembly. You will learn to make a big 100 x 100 character multicolor map in CharPad on scroll it on the screen. You will also learn to show sprites, animate characters, play music and sound effects and much more.

First published in 1983, this user-friendly guide to the Commodore 64 helped many owners of the much-loved home computer understand their machine to a whole new level. The details within the book enabled users to go further than the confines of programming purely in BASIC and is still a highly useful guide for those interested in retro gaming on the classic machine. * *

* As the original publisher Interface Publications wrote: This book is a manual for all Commodore 64 users who wish to increase their understanding of how their computer works and how to program it proficiently in BASIC and machine code. The author explains how sound and music synthesis, programmable characters, high resolution graphics, function key programming, animation and sprites are done in both BASIC and machine code. It also contains a full memory map of the Commodore 64 and explains how the full 64K can be used and how to correct errors in both BASIC and the KERNAL ROMs. * * * Acorn Books is proud to present its Retro Reproductions series, a collection of classic computing works from the 80s

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and 90s given a new lease of life in the 21st century. From standards of programming reference no self-respecting microcomputer coder would be without, to obscure works unavailable for many years, these modern re-prints are perfect for any connoisseur of retro computing.

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