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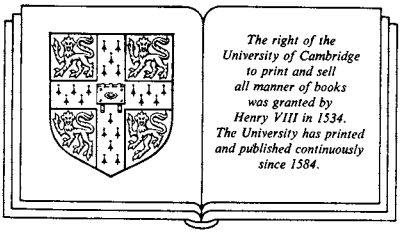
GAMES PROGRAMMING



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p.22, line 6, *should read as*:

games through the use of concealed off-board pieces though often at enorm-

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Preface

Countless articles in countless computer magazines have presented game listings, and proffered advice on how to implement programs for specific games. With few exceptions, and quite understandably, these are small scale and fairly trivial exercises in BASIC programming. The time is ripe for owners of home computers to raise their sights.

This is a book for those who enjoy programming and playing computer games, but who yearn to do more than shoot down VDU 'sprites' and flee through mazes pursued by alien blobs or whatever. The accent is on games with some intellectual content rather than games which exhaust memory with program and data for displaying pretty pictures – though it is readily admitted that good graphics enhance any game.

Assuming a rudimentary knowledge of BASIC, the reader is introduced to the fundamental concepts of the more powerful languages now available for microcomputers, and which are essential for the full utilisation of the machine. Though the main objective is the production of recreational games, it is hoped that the book will serve to equip the reader with a clear understanding of the processes involved in writing programs in other areas of application.

The author is indebted to Neil Peppé and Gerald Newman who, like him, have fallen prey to the computer 'conspiracy', for their suggestions and encouragement. In particular, he is grateful to Barry Moulds who read the entire manuscript.

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