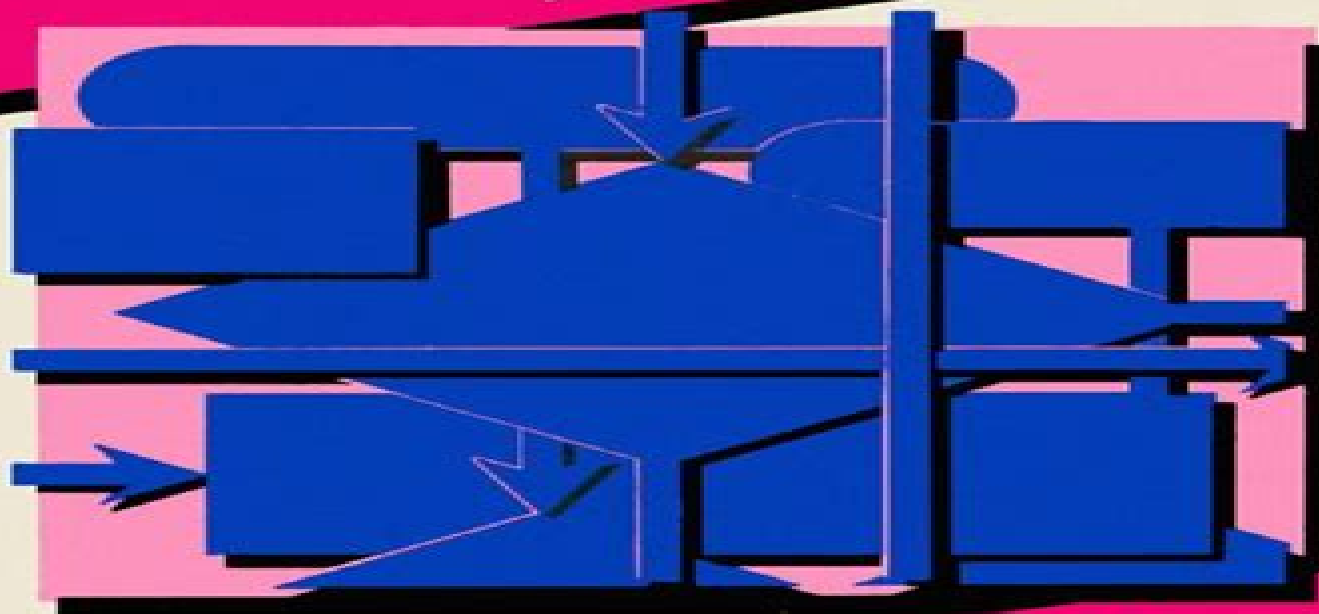


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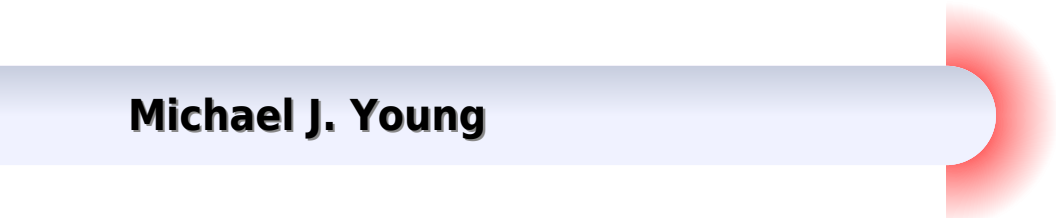
Assembly Language  
Programmer's Guide



Allan Moose and Marian Lorenz

# Atari Assembly Language Programmers Guide

**Michael J. Young**



## **Atari Assembly Language Programmers Guide:**

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**Programmer's Guide to OS/2** Michael J. Young, 1988

**Retrogame Archeology** John Aycock, 2016-05-09 Drawing on extensive research this book explores the techniques that old computer games used to run on tightly constrained platforms Retrogame developers faced incredible challenges of limited space computing power rudimentary tools and the lack of homogeneous environments Using examples from over 100 retrogames this book examines the clever implementation tricks that game designers employed to make their creations possible documenting these techniques that are being lost However these retrogame techniques have modern analogues and applications in general computer systems not just games and this book makes these contemporary connections It also uses retrogames implementation to introduce a wide variety of topics in computer systems including memory management interpretation data compression procedural content generation and software protection Retrogame Archeology targets professionals and advanced level students in computer science engineering and mathematics but would also be of interest to retrogame enthusiasts computer historians and game studies researchers in the humanities

**InfoWorld** , 1982-04-19 InfoWorld is targeted to Senior IT professionals Content is segmented into Channels and Topic Centers InfoWorld also celebrates people companies and projects

The Reader's Guide to Microcomputer Books Michael Nicita, Ronald Petrusa, 1984

**Racing the Beam** Nick Montfort, Ian Bogost, 2020-02-25 Exploring the cultural and technical influence of

the Atari VCS video game console with examples from 6 famous game cartridges like Pac Man Combat and Star Wars The Empire Strikes Back The Atari Video Computer System dominated the home video game market so completely that Atari became the generic term for a video game console The Atari VCS was affordable and offered the flexibility of changeable cartridges Nearly a thousand of these were created the most significant of which established new techniques mechanics and even entire genres This book offers a detailed and accessible study of this influential video game console from both computational and cultural perspectives developing a critical approach that examines the relationship between platforms and creative expression Nick Montfort and Ian Bogost discuss the Atari VCS itself and examine in detail six game cartridges Combat Adventure Pac Man Yars Revenge Pitfall and Star Wars The Empire Strikes Back They describe the technical constraints and affordances of the system and track developments in programming gameplay interface and aesthetics Adventure for example was the first game to represent a virtual space larger than the screen anticipating the boundless virtual spaces of such later games as World of Warcraft and Grand Theft Auto by allowing the player to walk off one side into another space and Star Wars The Empire Strikes Back was an early instance of interaction between media properties and video games Montfort and Bogost show that the Atari VCS often considered merely a retro fetish object is an essential part of the history of video games

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