

(Mobile book) BASIC Computer Games: Microcomputer Edition

BASIC Computer Games: Microcomputer Edition

David H. Ahl

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David H. Ahl : BASIC Computer Games: Microcomputer Edition before purchasing it in order to gauge whether or not it would be worth my time, and all praised BASIC Computer Games: Microcomputer Edition:

0 of 0 people found the following review helpful. Good place to find lots of BASIC programs By Mr. Toast The games in this book are pretty hit or miss, but I suppose that's to be expected given the sheer number (101) of them. Presumably for maximum portability from platform to platform, none of these BASIC programs use real time interaction. For instance, there is a lunar lander game, but instead of firing your thrusters with a button press, the game prompts you for what level to set your engines to for the next ten seconds, which you type in, and the simulation carries on. That said, I have yet to find a better collection of old BASIC games, and this includes some classics, like Battleship, Conway's Game of Life, and Checkers. I would also point out that the book does a good job using very portable basic commands that are ubiquitous among the many versions of BASIC, which is nice. 0 of 0 people found the following review helpful. ... of my childhood and is still one of the best programming books ever By rs This book is part of my childhood and is still one of the best programming books ever. 0 of 1 people found the following review helpful. Great Book and In almost great condition until pages fell out By Luis E Rordiguez I remember this book being in my dad's library along with MORE Basic Computer Games. We used to sit in front of the computer for hours and use the examples within and even modified them to make our own games. Those books were lost in time and I was very happy to find these available on . There is a lot to learn from these books and they really give insight into the old days of home computing. My copy looked brand new and was in excellent condition until I opened the book to thumb through, the glue binding the books is very dry and the pages started to separate, I will likely re-bind them my self or

put them in a ring binder. The issue with the glue could be due to how they were stored, It looks like the spine had been facing a window allowing the sun to deteriorate the glue(spines are sun bleached on both BCG's and More BCG's) other than that the pages are crisp and white and the front and back covers are vibrant in color with no stains at all. Its hard to believe that this book is 35 years old. Would have received 5 stars if the pages didn't start to fall out.

blast from the past the early days of computers, this oversized softcover was just recovered from hoarder husband's storage. It is Near Fine: would be BRAND NEW, but he made some pencil notes on the "Super Star Trek" game. Else, completely clean, beautifully white pages, colors bright, NO fading, NO creasing. Binding strong straight, NO writing, highlighting, or underlining other than that mentioned above, NOT ex-lib, NOT BCE. This is the 11th printing, per number line, of the First Edition from 1978. Please see our 5 photos! Description copyright Gargoyle Books 2014. Same Day Shipping on all orders received by 2 pm (Noon Saturdays) Pacific time; else next day (except Sundays holidays). SPECIAL: order the companion volume (More BASIC Computer Games) at the same time ship both for the price of one!