

Starting Out Games Graphics Edition

iPhone Game Development
Game Design: Theory and Practice, Second Edition
Daily Graphic
GameAxis Unwired
Real-world Flash Game Development
Game Design
Video Game Bible, 1985-2002
PC World
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Sams Teach Yourself Game Programming in 24 Hours
Computer Gaming World
Graphic History of the British Empire from Celtic Times to the Present Day
Mike Meyers' CompTIA A+ Guide to Managing and Troubleshooting PCs, 4th Edition (Exams 220-801 & 220-802)
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Personal Computing
Graphic stories of bravery, ed. by M.T. Yates
English caricaturists and graphic humourists of the nineteenth-century. How they illustrated and interpreted their times
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The graphic history of the British empire
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Graphic stories
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a crash course on flash game development for the growing community of 2 million flash developers delivered in a real world setting

456 puzzle solving p

with nearly three years of research utilized to compile game lists and thousands of hours used to play and review the games listed within video game bible is the most

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a gentle introduction to game programming on the windows platform for the complete beginner

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