

From the preface:

Before the era of overpowered PCs and home consoles, there was a time when video-game enthusiasts could only experience the very best and the most challenging in places called "arcades".

In these locations, players of all ages and origins gathered to take their passion to a level no consumer grade hardware could.

The arcades of the early 90s were a highly competitive environment where publishers only had a few seconds to catch a player's attention, and more importantly their quarters. It was during that time that a young company named Capcom managed to elevate itself above the competition and turn itself into an icon.

This book is an engineering love letter to the platform that allowed this metamorphosis. If you have always wanted to learn about the machine behind the legendary CPS-1 titles Street Fighter II, Ghouls 'n Ghosts, and Final Fight, the "Book of CP-System" is for you.

Inside, you will find the hardware of the CPS-1 described and explained in excruciating detail. The software is also covered with a fully detailed modern pipeline, turning code and assets into ROMs

.
Jump in and discover a world of one hundred explanatory illustrations, sprinkled with typos and broken English to remind you this isn't just a dream!

From the same author:

- Game Engine Black Book: DOOM
- Game Engine Black Book: WOLF3D

CP-SYSTEM

ARCADE SERIES

ARCADE SERIES

THE BOOK

OF

CP-SYSTEM

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