

having to pay attention to the tedious details of organizing the display, initializing variables, etc., all the things that can slow down a programming session. These programs will serve as skeletons for your own structures -- launch-pads for your own ideas -- and many possibilities to expand the programs are given, hopefully to pique your interest.

Whatever your level of programming skill, whatever your interest in computers, I hope you will "get your fingers dirty" and try some of the modifications I've suggested. There's no better way to learn, and you'll end up with a personalized program that will provide you with hours of computer enjoyment.

With this in mind, I am anxious to get started. So, good luck, and the best computer experiences to you!

Best Regards,


Tom Swan
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P.S. --when you are ready to dig into the program listings to follow, a glance at the appendix at the end of the book will give you some valuable hints on understanding the format used in this book plus some suggestions for making use of the modifications included in the Chip-8 Interpreter supplied with your games. But I'm sure you'd like to get right to a game so think of a warm, flat desert land, somewhere in Nevada, click your heels three times, hold on tight and carefully turn the page.