

Mastering Netrunner

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Android: Netrunner is about as asymmetrical a game as you are likely to ever find, with both roles having slightly different rules and completely different abilities. Yet when learning and mastering ...

Android Netrunner LCG: Revised Core Set
So, grab your mirrorshades and your netrunner's deck, choomba, 'cause things are about to get real! PLEASE NOTE: When you purchase this title, the accompanying PDF will be available in your Audible ...

Offers software developers a comprehensive guide to the Microsoft Windows application programming interface, including the most common graphical Windows API functions from displaying graphics and user interface elements to bitmap and metafile creation and manipulation. Color palette functions, menu creation, text output, and regions and paths are also detailed. An included CD-ROM contains source code from the book, a Help file for use within Delphi, shareware, freeware, and other tools. Annotation copyrighted by Book News, Inc., Portland, OR

g high-quality professional Windows applications, and this introductory guide is ideally suited for beginning programmers with an emphasis on practical applications. The disk contains sample applications and source code.

Tournament champion and pro player George Baxter explains all the nuances and proper techniques of tournament-level Magic play. While most books on Magic: The Gathering focus on strategy and deck construction, Baxter on Magic is the first book to emphasize playing techniques. With graphic illustrations of different playing situations, readers will quickly learn the finer points of tournament playing style

A world list of books in the English language.

Create the Digital Games You Love to Play Discover an exercise-driven, non-technical approach to game design without the need for programming or artistic expertise using Game Design Workshop, Third Edition. Author Tracy Fullerton demystifies the creative process with a clear and accessible analysis of the formal and dramatic systems of game design. Examples of popular games, illustrations of design techniques, and refined exercises strengthen your understanding of how game systems function and give you the skills and tools necessary to create a compelling and engaging game. The book puts you to work prototyping, playtesting, and revising your own games with time-tested methods and tools. It provides you with the foundation to advance your career in any facet of the game industry, including design, producing, programming, and visual design.

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