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the way! This
will not simply
be a reprint
with a few minor
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also some games
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I must confess a bias towards ActionScript 3.0 Game Programming University's 2nd edition, because

I learned to program ActionScript (the language behind Flash) from the first edition a couple of years ago.Though he didn't know me, author Gary Rosenzweig replied to a couple of

programming queries which marks him out as a good guy.

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Gary Rosenzweig's ActionScript 3.0 Game Programming University shows

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