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*Emanuele Feronato*

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In each chapter you'll build a complete game, starting with simple puzzlers and working your way up to games similar to the most popular online casual games. Each game introduces a range of essential skills that all Flash game developers should know. There's never a dull moment -- you're building working, fun games right from Chapter 1. If you've never developed a game before or you've made a start but want to refine your skills and build complete, successful projects then this book is just what you need.

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