GAME DEVELOPMENT SERIES

CD INCLUDED

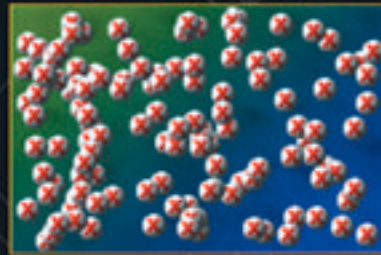## Develop your own games for the Nintendo® Game Boy® Advance!

Now you can write, compile, and run Game Boy programs right on your Windows® desktop! *Programming the Nintendo Game Boy Advance: The Unofficial Guide* will show you how you can use the free HAM SDK to create your own games for the Game Boy Advance. When you're ready to take the game off of your desktop and run it on a real Game Boy, you'll get plenty of coverage on your options with multi-link cables and flash linkers as well as details for purchasing either. Staying focused as a true console programming book, *Programming the Nintendo Game Boy Advance: The Unofficial Guide* gives you the tips and skills that you need to develop a career as a console game programmer. All you need to get started is experience programming with C and professional game programming aspirations.

Jonathan S. Harbour has been programming games for 15 years, beginning with Microsoft GW-BASIC and Turbo Pascal, then moving on to Turbo C, Borland C++, Watcom C++, and 80386 assembler. After bridging the gap to Windows programming, he has spent time with Borland Delphi, Visual Basic, Visual C++, and Visual Studio .NET. Jonathan graduated from DeVry Institute of Technology in 1997 with a B.S. in Computer Information Systems.

Series Editor
André LaMothe, CEO Xtreme Games LLC

André LaMothe has been involved in the computing industry for more than 25 years. His experience includes 2D/3D graphics, AI research at NASA, compiler design, robotics, virtual reality, and telecommunications. His books are top sellers in the game programming genre, and his experience and guidance are echoed in all Premier Press *Game Development* books.

MODE 4
240x160

WHAT'S ON THE CD

COMPLETE SOURCE CODE FOR EACH CHAPTER PROJECT

VISUAL HAM INTEGRATED DEVELOPMENT ENVIRONMENT

HAM DEVELOPMENT KIT FOR COMPILING GBA PROGRAMS

VISUAL BOY ADVANCE GBA EMULATOR FOR WINDOWS 98/ME/2000/XP

PRE-COMPILED ROMS READY TO RUN ON YOUR GBA USING A LINK CABLE

PREMIER PRESS
GAME DEVELOPMENT

Programming the Nintendo®
Game Boy® Advance

The Unofficial Guide
Harbour

CD INCLUDED

PROGRAMMING THE NINTENDO®
GAME BOY®
ADVANCE:
THE UNOFFICIAL GUIDE

Jonathan S. Harbour