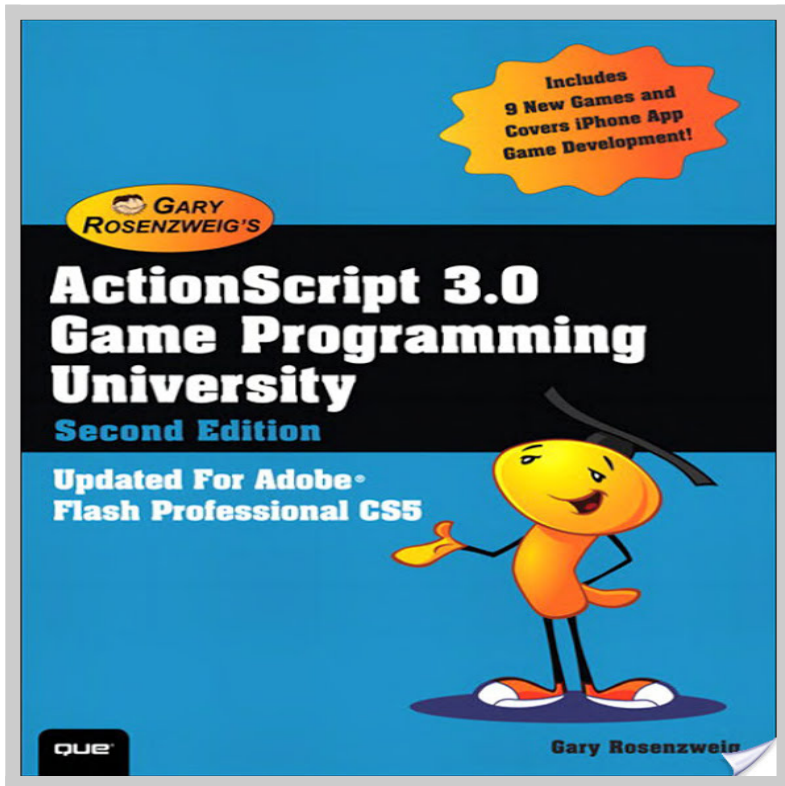


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Gary Rosenzweig's ActionScript 3.0 Game Programming

UniversityÂ shows you howÂ to use ActionScript, the programming language behind Flash CS3 Professional. The lessons teach you all the basics of ActionScript programming through game examples, but the code can be easily adapted to non-game-oriented projects, such asÂ web training and advertising. Written by a real-world Flash developer, this book presents you with the source code of 16 complete games and lays the foundation for you to create your own games.Â Gary also provides a companion website -

[flashgameu.com](http://flashgameu.com), which contains files, updates, new content, Gary's blog and much more.