ZX Spectrum Games Code Club: Twenty fun games to code and learn

By Gary Plowman

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This book is ideal for **ZX Spectrum fans** (aka Timex 2068 in USA) and **beginners to coding** of any age, that want to learn or practice coding simple computer games with Sinclair BASIC. Contains **20 games** specifically created for this book, from retro Arcade classics to more wacky game ideas.

Ideal for STEM coding activities for kids and adults. Learn to create a simple game loops and to create graphics with binary code. Also makes a great geek gift for someone.

No special equipment needed! Use with ...

- Windows (using free emulators)
- Mac (using free emulators)
- ZX Spectrum Next computer (coming soon)
- Internet browser emulators: using Chrome / FF etc.
- Chromebook
- Original ZX Spectrum
- Recreated ZX Spectrum (Android / iOS)
- Linux (Fuse)
- Raspberry Pi (Fuse)
- Tablet: Android / iOS iPad

Ideal for Retro Computing fans that want to dust off their ZX Spectrum (Speccy) or an emulator and type in some code, 'old school'.

In one sitting type in a game, play it and then we will go through it. The book doesn't go over every single line of code, but rather summarises key components and newer sections for each game. This keeps the process **fun and engaging**.

An interactive learning book intended for **all ages** to enjoy at home and also a great introduction to programming and game design for **Code Clubs** and **STEM events**. So type in a retro game and lets have some fun!

Includes: **ZX Breakout, MiniPong, Astral Invaders, Battleship War, Flappy Bird, Takeaway Ted and many more...**

Many Emulators to choose from: ZX Spin, Spectaculator, Marvin, Fuse, Speccy, etc.

The American version of the ZX Spectrum machine was sold under the name Timex Sinclair.

Other compatible clones of ZX Spectrum: TS2048, TS2068, Pentagon, CZ-2000, TK90X, Didatik, Hobbit, plus many more. If you have a STEM or STEAM event then why not bring the simplicity and geek fun of Retro Coding to it. If you want to encourage a family member to get coding, this could be ideal.

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Editorial Review

About the Author
Gary Plowman is an Indie Game Developer and Web Developer with a passion for retro computing and retrogaming.
This book covers coding fun arcade games in BASIC. The book has been used at STEM events and kids coding seminars across UK & Europe. Teachers have also used the book for introducing game coding to kids in the classroom.

In the 1980s computer magazines were bought for their Type-In games by eager young teenagers looking to decipher the mysteries of early microcomputers. The Type-in listings were very important as a first step to learning the coding language of a machine and allowed kids and teenagers to pick up the concepts as they typed in a listing for a game or utility.

This book tries to recreate that feeling but in a more structured and user-friendly way and provides a breakdown of the key concepts such as game loops, collision detection, game play improvements and suggestions for further enhancing the games.

The book has been bought and used by teachers, STEM facilitators, ZX Spectrum fans, Commodore 64 & Amiga owners too!

Sinclair BASIC is a fun and simple language but very productive and capable for learning the basics of computer coding.

Users Review

From reader reviews:

Susan Williams:

The book ZX Spectrum Games Code Club: Twenty fun games to code and learn can give more knowledge and information about everything you want. Why must we leave the great thing like a book ZX Spectrum Games Code Club: Twenty fun games to code and learn? Wide variety you have a different opinion about guide. But one aim this book can give many details for us. It is absolutely right. Right now, try to closer along with your book. Knowledge or details that you take for that, it is possible to give for each other; you are able to share all of these. Book ZX Spectrum Games Code Club: Twenty fun games to code and learn has simple shape however, you know: it has great and big function for you. You can appear the enormous world by start and read a book. So it is very wonderful.

Walter Blankenship:

Precisely why? Because this ZX Spectrum Games Code Club: Twenty fun games to code and learn is an unordinary book that the inside of the reserve waiting for you to snap this but latter it will jolt you with the secret that inside. Reading this book next to it was fantastic author who else write the book in such awesome way makes the content interior easier to understand, entertaining way but still convey the meaning entirely.

So , it is good for you for not hesitating having this any longer or you going to regret it. This book will give you a lot of gains than the other book have such as help improving your talent and your critical thinking method. So , still want to postpone having that book? If I were being you I will go to the reserve store hurriedly.

George Chadwick:

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Carmen Pinto:

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