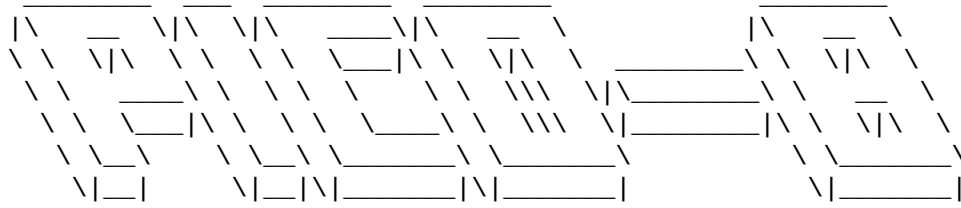


Uploaded by Brendan - January 2022
<https://archive.org/details/@brendansilva>



<https://www.lexaloffle.com/pico-8.php>

PICO-8 is a fantasy console for making, sharing and playing tiny games and other computer programs. It feels like a regular console, but runs on Windows, Mac and Linux. When you turn it on, the machine greets you with a commandline, a suite of cartridge creation tools, and an online cartridge browser called SPLORE.

>> Creative Tools

=====

PICO-8 has tools for editing code, music, sound, sprites, maps built right into the console. Create a whole game or program in one sitting without needing to leave the development environment!

>> Shareable Cartridges

=====

PICO-8 cartridges can be saved in a special .png format and sent directly to other users, shared with anyone via a web cart player, or exported to stand-alone HTML5, Windows, Mac and Linux apps.

Any cartridge can be opened again in PICO-8, letting you peek inside to modify or study the code, graphics and sound.

>> Explore the Cartverse

=====

PICO-8 comes with a built-in cartridge browser called SPLORE, for searching and favouriting carts from the online collection.

>> Community Resources

=====

PICO-8 has a friendly community of users collaborating, sharing knowledge and creating tools, snippets and tutorials. Check out what people are up to on the forums, twitter, and other places.

>> Just Add Hardware

=====

PICO-8 is tiny to download, easy to install, and will run on almost anything! To use PICO-8, you'll need either Windows, a Mac, Linux (i386 / amd64), or a Raspberry Pi (pictured) with ~700MHz CPU. Turn your old unused netbooks or microcomputers into PICO-8s!