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Flash naturally moved to accommodate mobile games and applications as mobile gaming grew. A number of years ago, Flash used to be required for playing videos on the web, (like with YouTube back in the video uploading site's early days). Meanwhile, Apple devices, like the iPad, have never supported Flash.

How to Develop Flash Games | 2020 Tutorials Round-Up

I think the best in this category is AdvancED Game Design with Flash. You should be able to understand it if you've got to grips with AS3 from the previous recommendations, even if you have little or no actual game development experience.

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