ATLAS.ti Report

RequirementsRedditScrape

Quotations grouped by Documents

Report created by Djurre Hoogterp on 31 Jul 2025

# icon 1 Flashgames\_1eqo2x0.txt

Content:

Title: Help to find a game

Body: \*\*Platform(s):\*\* PC (Windows, probably vista or 7) flash game.

\*\*Genre:\*\* Plataform, RPG?, Action, Beat'em up?.

\*\*Estimated year of release:\*\* I Played it between 2010\\~2014.

\*\*Graphics/art style:\*\* 2D, cartoon, funny, Style of castle crashers and DadnMe.

\*\*Notable characters:\*\* At least 2 kids in this art style, but not a memorable character in 3rd person.

\*\*Notable gameplay mechanics:\*\* I don't remember if this is the main goal, but Yoyu play as a kid that have to climb a tower and defeat enemies while you can pick up temporary(?) power ups like, if you pick up a knight helmet you are transformated in a medieval knight, a wizard acessory (like a hat) you transform in a wizard...

\*\*Other details:\*\* I remember that I played with my brother, so it's local multiplayer.

Subreddit: Flashgames

Upvotes: 3.0, Comments: 0.0

URL: http://www.flash.com

6 Quotations:

## icon 1:1 ¶ 5 in Flashgames\_1eqo2x0.txt

Codes:

● Game metadata: Game genre

Content:

\*\*Genre:\*\* Plataform, RPG?, Action, Beat'em up?.

## icon 1:3 ¶ 9 in Flashgames\_1eqo2x0.txt

Codes:

● Design: Graphics style

Content:

\*\*Graphics/art style:\*\* 2D, cartoon, funny, Style of castle crashers and DadnMe.

## icon 1:4 ¶ 11 in Flashgames\_1eqo2x0.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

\*\*Notable characters:\*\* At least 2 kids in this art style, but not a memorable character in 3rd person.

## icon 1:5 ¶ 13 in Flashgames\_1eqo2x0.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

I don't remember if this is the main goal, but Yoyu play as a kid that have to climb a tower and defeat enemies while you can pick up temporary(?) power ups like, if you pick up a knight helmet you are transformated in a medieval knight, a wizard acessory (like a hat) you transform in a wizard...

## icon 1:6 ¶ 15 in Flashgames\_1eqo2x0.txt

Codes:

● Game metadata: Gamemode single/multiplayer

Content:

I remember that I played with my brother, so it's local multiplayer.

## icon 1:7 ¶ 1 in Flashgames\_1eqo2x0.txt

Codes:

● Purpose of post: Game search

Content:

Help to find a game

# icon 2 Flashgames\_6tt4je.txt

Content:

Title: Anyone know the name of the game that...

Body: Involve taking picture of people while they are in the middle of sexual activity. Like kissing, fondling boobs. I only remember one of the level and its two people on the toilet kissing. Anybody know? it has "Date" or "Dating" in its title i think. Thanks

Subreddit: Flashgames

Upvotes: 6.0, Comments: 1.0

URL: https://www.reddit.com/r/FlashGames/comments/6tt4je/anyone\_know\_the\_name\_of\_the\_game\_that/

5 Quotations:

## icon 2:1 ¶ 1 in Flashgames\_6tt4je.txt

Codes:

● Purpose of post: Game search

Content:

Anyone know the name of the game that...

## icon 2:2 ¶ 3 in Flashgames\_6tt4je.txt

Content:

: Involve taking picture of people

## icon 2:3 ¶ 3 in Flashgames\_6tt4je.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

Involve taking picture of people while they are in the middle of sexual activity

## icon 2:4 ¶ 3 in Flashgames\_6tt4je.txt

Codes:

● Game metadata: Title

Content:

it has "Date" or "Dating" in its title i think.

## icon 2:5 ¶ 3 in Flashgames\_6tt4je.txt

Codes:

● In-game narrative / structure: Scene description

Content:

Like kissing, fondling boobs. I only remember one of the level and its two people on the toilet kissing.

# icon 3 Flashgames\_7gwe98.txt

Content:

Title: Platform Racing 2

Body: A fun multiplayer web-based flash game! Where you begin your journey as a level 0 character and the objective is the rise to the ranks and collect customizable body parts! Also, there are 12 special hats which each have their own in-race perks!

http://pr2hub.com/

-We are also looking for medium to large streamers to stream gameplay in hopes of expanding the community! If you are interested PM "Eternal" in-game and we can work out some sweet deals!

Subreddit: Flashgames

Upvotes: 4.0, Comments: 0.0

URL: https://www.reddit.com/r/FlashGames/comments/7gwe98/platform\_racing\_2/

5 Quotations:

## icon 3:1 ¶ 3 in Flashgames\_7gwe98.txt

Codes:

● Game metadata: Gamemode single/multiplayer  ● In-game narrative / structure: Customisation options  ● In-game narrative / structure: Game progression

Content:

A fun multiplayer web-based flash game! Where you begin your journey as a level 0 character and the objective is the rise to the ranks and collect customizable body parts!

## icon 3:2 ¶ 3 in Flashgames\_7gwe98.txt

Codes:

● In-game narrative / structure: Customisation options

Content:

Also, there are 12 special hats which each have their own in-race perks!

## icon 3:3 ¶ 7 in Flashgames\_7gwe98.txt

Content:

We are also looking for medium to large streamers to stream gameplay in hopes of expanding the community! If you are interested PM "Eternal" in-game and we can work out some sweet deals!

## icon 3:4 ¶ 1 in Flashgames\_7gwe98.txt

Codes:

● Purpose of post: Showcase

Content:

Title: Platform Racing 2

## icon 3:5 ¶ 1 in Flashgames\_7gwe98.txt

Codes:

● Game metadata: Title

Content:

Platform Racing 2

# icon 4 Flashgames\_7ib6ce.txt

Content:

Title: A text-based game titled Brad: the game. one of the weirdest yet entertaining games I've ever played

Body: nan

Subreddit: Flashgames

Upvotes: 3.0, Comments: 0.0

URL: http://bradthegame.com/

3 Quotations:

## icon 4:1 ¶ 1 in Flashgames\_7ib6ce.txt

Codes:

● Game metadata: Title

Content:

titled Brad: the game.

## icon 4:2 ¶ 1 in Flashgames\_7ib6ce.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

A text-based game

## icon 4:3 ¶ 1 in Flashgames\_7ib6ce.txt

Codes:

● Purpose of post: Showcase

Content:

Title: A text-based game titled Brad: the game. one of the weirdest yet entertaining games I've ever played

# icon 5 Flashgames\_7jrl5r.txt

Content:

Title: Big Icy Tower, Tiny Block (Similar to Super Meat Boy)

Body: nan

Subreddit: Flashgames

Upvotes: 3.0, Comments: 0.0

URL: http://www.onemorelevel.com/game/big\_icy\_tower\_tiny\_square\_block

3 Quotations:

## icon 5:1 ¶ 1 in Flashgames\_7jrl5r.txt

Codes:

● In-game narrative / structure: Similarity to other title

Content:

Similar to Super Meat Boy

## icon 5:2 ¶ 1 in Flashgames\_7jrl5r.txt

Codes:

● Game metadata: Title

Content:

Title: Big Icy Tower, Tiny Block

## icon 5:3 ¶ 1 in Flashgames\_7jrl5r.txt

Codes:

● Purpose of post: Showcase

Content:

Title: Big Icy Tower, Tiny Block (Similar to Super Meat Boy)

# icon 6 Flashgames\_7ngkfa.txt

Content:

Title: Stupid! Flash game for CBBC TV show

Body: If anyone has watched the Stupid! CBBC show in the UK with King Stupid and Goober, you'll know what I'm talking about. The flash game was on the CBBC website for a number of years but has been gone for a while. I never got around to saving it "stupidly" and it seems to have disappeared entirely from the internet. If anyone has any clues it would be very much appreciated.

Subreddit: Flashgames

Upvotes: 3.0, Comments: 2.0

URL: https://www.reddit.com/r/FlashGames/comments/7ngkfa/stupid\_flash\_game\_for\_cbbc\_tv\_show/

4 Quotations:

## icon 6:1 ¶ 1 in Flashgames\_7ngkfa.txt

Codes:

● In-game narrative / structure: Game context

Content:

Stupid! Flash game for CBBC TV show

## icon 6:2 ¶ 3 in Flashgames\_7ngkfa.txt

Codes:

● In-game narrative / structure: Game context

Content:

CBBC show in the UK

## icon 6:3 ¶ 3 in Flashgames\_7ngkfa.txt

Codes:

● Game metadata: Website / location

Content:

on the CBBC website

## icon 6:5 ¶ 3 in Flashgames\_7ngkfa.txt

Codes:

● Purpose of post: Game search

Content:

If anyone has any clues it would be very much appreciated.

# icon 7 Flashgames\_7vu4ox.txt

Content:

Title: Trying to remember a game about hamsters

Body: Last time I played this game was about 8 years ago(or more).

It was like a strategy game about a team of “special ops” hamsters trying to infiltrate a building. It was turn based, where you could select an action for an hamster to do and it would change the outcome.

Anyone know what I’m talking about?

Subreddit: Flashgames

Upvotes: 3.0, Comments: 4.0

URL: https://www.reddit.com/r/FlashGames/comments/7vu4ox/trying\_to\_remember\_a\_game\_about\_hamsters/

8 Quotations:

## icon 7:1 ¶ 1 in Flashgames\_7vu4ox.txt

Codes:

● Purpose of post: Game search

Content:

Trying to remember a game about hamsters

## icon 7:2 ¶ 1 in Flashgames\_7vu4ox.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

hamsters

## icon 7:3 ¶ 5 in Flashgames\_7vu4ox.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

“special ops” hamsters

## icon 7:4 ¶ 5 in Flashgames\_7vu4ox.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

infiltrate a building

## icon 7:5 ¶ 5 in Flashgames\_7vu4ox.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

turn based

## icon 7:6 ¶ 5 in Flashgames\_7vu4ox.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

select an action for an hamster to do

## icon 7:7 ¶ 5 in Flashgames\_7vu4ox.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

select an action

## icon 7:8 ¶ 5 in Flashgames\_7vu4ox.txt

Codes:

● In-game narrative / structure: Game progression

Content:

change the outcome.

# icon 8 Flashgames\_8dgiue.txt

Content:

Title: Any Flash Devs know how to make a VN game?

Body: I'm looking specifically for a game in the style of RE:Maid and such (yes, it will include NSFW pics). I was originally looking for a Ren'Py dev but after talking with one, it seems that Ren'Pay games don't work on browsers? I'm looking specifically to submit my game for free on sites like Newgrounds.com which I know support Flash but if Ren'Py isn't supported, then Flash could be my next option. I have NO idea how to make a game in Flash so this is going to be... a hurdle, to day the least.

If anyone is able to make a VN game given all the assets (art, sound, story text) how much would it cost? The game isn't finished yet, though is in the finishing stages and I was doing some preliminary research before finding someone. Now, I feel I may have to put much more effort in finding a dev now as what I figured to be the easiest part of making my game might actually be one of the most difficult. Any help would be appreciated!

I also posted in the Unity forums as well, so as you can see I'm fishing around here for any dev to help.

Subreddit: Flashgames

Upvotes: 3.0, Comments: 2.0

URL: https://www.reddit.com/r/FlashGames/comments/8dgiue/any\_flash\_devs\_know\_how\_to\_make\_a\_vn\_game/

1 Quotations:

## icon 8:1 ¶ 1 in Flashgames\_8dgiue.txt

Codes:

● Purpose of post: Not relevant / broken post

Content:

Any Flash Devs know how to make a VN game?

# icon 9 Flashgames\_8dn2xx.txt

Content:

Title: Looking for a game, might’ve been on Andkon or Armor Games

Body: The Plot involved a magician who’s girlfriend was stolen(?) and he could shape shift into one of the four elements

Subreddit: Flashgames

Upvotes: 4.0, Comments: 0.0

URL: https://www.reddit.com/r/FlashGames/comments/8dn2xx/looking\_for\_a\_game\_mightve\_been\_on\_andkon\_or/

5 Quotations:

## icon 9:1 ¶ 1 in Flashgames\_8dn2xx.txt

Codes:

● Game metadata: Website / location

Content:

on Andkon or Armor Games

## icon 9:2 ¶ 1 in Flashgames\_8dn2xx.txt

Codes:

● Purpose of post: Game search

Content:

Looking for a game,

## icon 9:3 ¶ 3 in Flashgames\_8dn2xx.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

a magician

## icon 9:4 ¶ 3 in Flashgames\_8dn2xx.txt

Codes:

● In-game narrative / structure: Game context

Content:

who’s girlfriend was stolen(?)

## icon 9:5 ¶ 3 in Flashgames\_8dn2xx.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

could shape shift

# icon 10 Flashgames\_8e0gf7.txt

Content:

Title: How do you trick .SWF games into playing the game without going to the website.

Body: I was downloading my favorite flash game and it want's me to go to the developer site. Is there a way to bypass this?

Subreddit: Flashgames

Upvotes: 3.0, Comments: 7.0

URL: https://www.reddit.com/r/FlashGames/comments/8e0gf7/how\_do\_you\_trick\_swf\_games\_into\_playing\_the\_game/

2 Quotations:

## icon 10:1 ¶ 1 in Flashgames\_8e0gf7.txt

Codes:

● Purpose of post: Support

Content:

How do you trick .SWF games into playing the game without going to the website.

## icon 10:2 ¶ 3 in Flashgames\_8e0gf7.txt

Codes:

● Usability barriers: Technical / performance issue with game

Content:

it want's me to go to the developer site. Is there a way to bypass this?

# icon 11 Flashgames\_9aanec.txt

Content:

Title: Did Polar Rescue ever get a full version?

Body: I notice the game Polar Rescue found at the following URL: [https://www.miniclip.com/games/polar-rescue/en/](https://www.miniclip.com/games/polar-rescue/en/) claims that it's only a demo version and after spending a bit of time on Google I couldn't find out if a "full version" of the game was ever released.

&amp;#x200B;

Does anyone know what happened to the dev of the game?

Subreddit: Flashgames

Upvotes: 3.0, Comments: 0.0

URL: https://www.reddit.com/r/FlashGames/comments/9aanec/did\_polar\_rescue\_ever\_get\_a\_full\_version/

2 Quotations:

## icon 11:1 ¶ 3 in Flashgames\_9aanec.txt

Codes:

● Game metadata: Title

Content:

Polar Rescue

## icon 11:2 ¶ 1 in Flashgames\_9aanec.txt

Codes:

● Purpose of post: Game search

Content:

Did Polar Rescue ever get a full version?

# icon 12 Flashgames\_9b3w2j.txt

Content:

Title: Trying to remember an old game, need help

Body: I last played it about 3-6 years ago. It was a puzzle game, and you played as some magician trying to save his audience. I remember there were either 2 or 3 of those games. Can anyone help me?

Subreddit: Flashgames

Upvotes: 3.0, Comments: 0.0

URL: https://www.reddit.com/r/FlashGames/comments/9b3w2j/trying\_to\_remember\_an\_old\_game\_need\_help/

6 Quotations:

## icon 12:1 ¶ 1 in Flashgames\_9b3w2j.txt

Codes:

● Purpose of post: Game search

Content:

Trying to remember an old game, need help

## icon 12:2 ¶ 3 in Flashgames\_9b3w2j.txt

Content:

a puzzle game

## icon 12:3 ¶ 3 in Flashgames\_9b3w2j.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

magician

## icon 12:4 ¶ 3 in Flashgames\_9b3w2j.txt

Codes:

● In-game narrative / structure: Scene description

Content:

trying to save his audience

## icon 12:5 ¶ 3 in Flashgames\_9b3w2j.txt

Codes:

● Game metadata: Game genre

Content:

It was a puzzle game,

## icon 12:6 ¶ 3 in Flashgames\_9b3w2j.txt

Codes:

● Game metadata: Part of game series

Content:

were either 2 or 3 of those games.

# icon 13 Flashgames\_9xslos.txt

Content:

Title: Looking for a tower defense game where you scribble on enemies with a pen…

Body: Can someone tell me the name of this fun tower-defense game I played about five years ago? In addition to putting up defensive turrets, you could "draw" on the enemies with the mouse to kill them. I believe that when you killed them, you earned ink? And the background was lined notebook paper? I probably played it on armorgames but can't find it there now. It's not Doodle Defense or Doodle Defender. Thanks so much.

P.S., sorry to break the rules on this kind of post, but the Mega-thread is archived and I can't respond.

Subreddit: Flashgames

Upvotes: 3.0, Comments: 0.0

URL: https://www.reddit.com/r/FlashGames/comments/9xslos/looking\_for\_a\_tower\_defense\_game\_where\_you/

10 Quotations:

## icon 13:1 ¶ 1 in Flashgames\_9xslos.txt

Codes:

● Game metadata: Game genre

Content:

a tower defense game

## icon 13:2 ¶ 1 in Flashgames\_9xslos.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

you scribble on enemies with a pen

## icon 13:3 ¶ 3 in Flashgames\_9xslos.txt

Codes:

● Game metadata: Game genre

Content:

fun tower-defense game

## icon 13:5 ¶ 1 in Flashgames\_9xslos.txt

Codes:

● Purpose of post: Game search

Content:

: Looking for a

## icon 13:6 ¶ 3 in Flashgames\_9xslos.txt

Codes:

● Game metadata: Release date / last played

Content:

I played about five years ago?

## icon 13:7 ¶ 3 in Flashgames\_9xslos.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

In addition to putting up defensive turrets, you could "draw" on the enemies with the mouse to kill them.

## icon 13:8 ¶ 3 in Flashgames\_9xslos.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

when you killed them, you earned ink?

## icon 13:9 ¶ 3 in Flashgames\_9xslos.txt

Codes:

● Design: Background imagery

Content:

nd the background was lined notebook paper?

## icon 13:10 ¶ 3 in Flashgames\_9xslos.txt

Codes:

● Game metadata: Website / location

Content:

on armorgames

## icon 13:11 ¶ 3 in Flashgames\_9xslos.txt

Codes:

● In-game narrative / structure: Similarity to other title

Content:

. It's not Doodle Defense or Doodle Defender.

# icon 14 Flashgames\_9zvvo0.txt

Content:

Title: Educational Detective Flash Game

Body: You were a detective I believe and you had to find this criminal that was stealing words(man with a top hat and mustache). It was a series of games, one of them took place at a carnival and another had time travel. It's a kids game but I would appreciate any help finding it because i wanted to relive part of my childhood.

Subreddit: Flashgames

Upvotes: 3.0, Comments: 0.0

URL: https://www.reddit.com/r/FlashGames/comments/9zvvo0/educational\_detective\_flash\_game/

5 Quotations:

## icon 14:1 ¶ 3 in Flashgames\_9zvvo0.txt

Codes:

● Game metadata: Part of game series

Content:

It was a series of games

## icon 14:2 ¶ 3 in Flashgames\_9zvvo0.txt

Codes:

● In-game narrative / structure: Game context

Content:

took place at a carnival

## icon 14:3 ¶ 3 in Flashgames\_9zvvo0.txt

Codes:

● In-game narrative / structure: Game context

Content:

time travel.

## icon 14:4 ¶ 1 in Flashgames\_9zvvo0.txt

Codes:

● Purpose of post: Game search

Content:

Title: Educational Detective Flash Game

## icon 14:5 ¶ 3 in Flashgames\_9zvvo0.txt

Codes:

● Experience and preservation: Nostalgia

Content:

It's a kids game but I would appreciate any help finding it because i wanted to relive part of my childhood.

# icon 15 Flashgames\_11hsmag.txt

Content:

Title: Finding My Heart Flash Game: All Completion Rewards Download

Body: nan

Subreddit: Flashgames

Upvotes: 5.0, Comments: 0.0

URL: https://drive.google.com/file/d/1DXj8IXSUfVaFTRJXlYuPeOiU\_jUQu\_gy/view?usp=sharing

1 Quotations:

## icon 15:1 ¶ 1 in Flashgames\_11hsmag.txt

Codes:

● Purpose of post: Not relevant / broken post

Content:

Finding My Heart Flas

# icon 16 Flashgames\_12ipi2z.txt

Content:

Title: SweetTarts 3D - Willy Wonka Flash game

Body: nan

Subreddit: Flashgames

Upvotes: 4.0, Comments: 4.0

URL: https://archive.org/details/sweettarts3d

1 Quotations:

## icon 16:1 ¶ 1 in Flashgames\_12ipi2z.txt

Codes:

● Game metadata: Title  ● Purpose of post: Showcase

Content:

: SweetTarts 3D - Willy Wonka Flash game

# icon 17 Flashgames\_14m11v3.txt

Content:

Title: I'm actually really proud of how Ruffle is coming along so far. Learn to Fly 2 is in a playable state without Flash player.

Body: nan

Subreddit: Flashgames

Upvotes: 12.0, Comments: 5.0

URL: https://flashstorage.games/learn-to-fly-2

1 Quotations:

## icon 17:1 ¶ 1 in Flashgames\_14m11v3.txt

Codes:

● Purpose of post: Showcase

Content:

Ruffle

# icon 18 Flashgames\_98xa6m.txt

Content:

Title: Helicopter Game

Body: I’m trying to find a game I used to play in middle school. It involves a chinook helicopter (the one with double blades) and it picks up cargo with ropes or something. Please help.

Subreddit: Flashgames

Upvotes: 3.0, Comments: 2.0

URL: https://www.reddit.com/r/FlashGames/comments/98xa6m/helicopter\_game/

3 Quotations:

## icon 18:1 ¶ 3 in Flashgames\_98xa6m.txt

Codes:

● Purpose of post: Game search

Content:

y: I’m trying to find a game

## icon 18:2 ¶ 3 in Flashgames\_98xa6m.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

a chinook helicopter

## icon 18:3 ¶ 3 in Flashgames\_98xa6m.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

picks up cargo with ropes

# icon 19 Flashgames\_128u121.txt

Content:

Title: Im looking for an old game called kawairun 2 do anyone knows this game or have play it before ? I'm really trying to play it aging but I did not found any way to play it. can anyone help me to find a way to play kawairun 2 .

Body: nan

Subreddit: Flashgames

Upvotes: 3.0, Comments: 5.0

URL: https://kawairun2.jeddahbikers.com/

2 Quotations:

## icon 19:1 ¶ 1 in Flashgames\_128u121.txt

Codes:

● Purpose of post: Game search

Content:

Im looking for an old game

## icon 19:2 ¶ 1 in Flashgames\_128u121.txt

Codes:

● Game metadata: Title

Content:

kawairun 2

# icon 20 Flashgames\_12055iy.txt

Content:

Title: Why can you still play flash games on some websites?

Body: Despite most sites no longer working I can still play some of my favorite flash games on certain sites like addicting games and crazy games. Does anyone know why these sites still work?

Subreddit: Flashgames

Upvotes: 12.0, Comments: 10.0

URL: http://addictinggames.com

3 Quotations:

## icon 20:1 ¶ 1 in Flashgames\_12055iy.txt

Codes:

● Purpose of post: Support

Content:

Why can you still play flash games on some websites?

## icon 20:3 ¶ 3 in Flashgames\_12055iy.txt

Codes:

● Game metadata: Website / location

Content:

addicting games

## icon 20:4 ¶ 3 in Flashgames\_12055iy.txt

Codes:

● Game metadata: Website / location

Content:

crazy games

# icon 21 Flashgames\_a1nj4g.txt

Content:

Title: Need help finding an 8-bit local multiplayer shooter.

Body: I remember playing an extremely fun shooter flash game. From what I remember, it was local multiplayer and there were different characters to choose from, e.g. Agent, Gang member etc. Different weapons would spawn (sniper rifle, pistol, AR, katanas) and you could choose different characters. There were many maps to choose from, an acid factory, a warehouse and a skyscraper? If you have any idea where I could find this game that'd be great!

Subreddit: Flashgames

Upvotes: 5.0, Comments: 4.0

URL: https://www.reddit.com/r/FlashGames/comments/a1nj4g/need\_help\_finding\_an\_8bit\_local\_multiplayer/

10 Quotations:

## icon 21:1 ¶ 1 in Flashgames\_a1nj4g.txt

Codes:

● Design: Graphics style

Content:

8-bit

## icon 21:2 ¶ 1 in Flashgames\_a1nj4g.txt

Codes:

● Game metadata: Gamemode single/multiplayer

Content:

local multiplayer

## icon 21:3 ¶ 1 in Flashgames\_a1nj4g.txt

Codes:

● Game metadata: Game genre

Content:

shooter.

## icon 21:4 ¶ 1 in Flashgames\_a1nj4g.txt

Codes:

● Purpose of post: Game search

Content:

: Need help finding

## icon 21:5 ¶ 3 in Flashgames\_a1nj4g.txt

Codes:

● Game metadata: Game genre

Content:

playing an extremely fun shooter flash game

## icon 21:6 ¶ 3 in Flashgames\_a1nj4g.txt

Codes:

● Game metadata: Gamemode single/multiplayer

Content:

was local multiplayer

## icon 21:8 ¶ 3 in Flashgames\_a1nj4g.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

. Agent, Gang

## icon 21:9 ¶ 3 in Flashgames\_a1nj4g.txt

Codes:

● Game metadata: Weapons / tools

Content:

(sniper rifle, pistol, AR, katanas

## icon 21:10 ¶ 3 in Flashgames\_a1nj4g.txt

Codes:

● In-game narrative / structure: Customisation options

Content:

There were many maps to choose from,

## icon 21:11 ¶ 3 in Flashgames\_a1nj4g.txt

Codes:

● In-game narrative / structure: Game context

Content:

acid factory, a warehouse and a skyscraper?

# icon 22 Flashgames\_a39ykn.txt

Content:

Title: 🚀 RTS Build planets, upgrade, send ships, automatize ships and conquer the universe. Browser, mobile, no install, no register &amp; free!

Body: nan

Subreddit: Flashgames

Upvotes: 9.0, Comments: 1.0

URL: http://bitplanets.com/?utm\_source=r-IoGames-20181130&amp;utm\_medium=r-IoGames-20181130&amp;utm\_campaign=r-IoGames-20181130&amp;utm\_term=r-IoGames-20181130&amp;utm\_content=r-IoGames-20181130

1 Quotations:

## icon 22:1 ¶ 1 in Flashgames\_a39ykn.txt

Codes:

● Purpose of post: Not relevant / broken post

Content:

tle: 🚀 RTS Build planets, upgrade, send ships, automatize ships and conquer the universe. Browser, mobile, no install, no register &amp; free!

# icon 23 Flashgames\_a75jx6.txt

Content:

Title: Help finding a game

Body: In the 2010s I used to play on a website called max games a lot (don’t know if any of you know about it) and I used to play this one game. From what I remember, it was a 2d basic game where you had money or something and you had to buy military units (basic soldiers and the trucks with missiles on the back is all I can remember) and then you would attack the enemy, not like an rpg. The enemy was AI. Thanks in advance, I’m going crazy over it.

Subreddit: Flashgames

Upvotes: 3.0, Comments: 2.0

URL: https://www.reddit.com/r/FlashGames/comments/a75jx6/help\_finding\_a\_game/

8 Quotations:

## icon 23:1 ¶ 1 in Flashgames\_a75jx6.txt

Codes:

● Purpose of post: Game search

Content:

: Help finding a game

## icon 23:2 ¶ 3 in Flashgames\_a75jx6.txt

Codes:

● Game metadata: Release date / last played

Content:

y: In the 2010s I

## icon 23:3 ¶ 3 in Flashgames\_a75jx6.txt

Codes:

● Game metadata: Website / location

Content:

a website called max games

## icon 23:4 ¶ 3 in Flashgames\_a75jx6.txt

Codes:

● Design: Graphics style

Content:

2d basic game

## icon 23:5 ¶ 3 in Flashgames\_a75jx6.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

you had money or something and you had to buy military units

## icon 23:6 ¶ 3 in Flashgames\_a75jx6.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

basic soldiers and the trucks with missiles on the back is all I can remember

## icon 23:7 ¶ 3 in Flashgames\_a75jx6.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

hen you would attack the enemy,

## icon 23:8 ¶ 3 in Flashgames\_a75jx6.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

The enemy was AI

# icon 24 Flashgames\_a282d2.txt

Content:

Title: Does anyone know where I can still play this?

Body: nan

Subreddit: Flashgames

Upvotes: 8.0, Comments: 4.0

URL: https://i.redd.it/8vetmh5t3r121.jpg

1 Quotations:

## icon 24:1 ¶ 1 in Flashgames\_a282d2.txt

Codes:

● Purpose of post: Game search

Content:

Title: Does anyone know where I can still play this?

# icon 25 Flashgames\_ahbbkp.txt

Content:

Title: Looking for a game, megathread closed

Body: Genre: Adventure RPG

The game has a map where you travel between cities, trading various commodities. You can get larger vehicles like wagons, and I remember the largest being a Galleon with wheels. The larger your ship the more people you could recruit to travel with you. There were I think 3 factions, two warring kingdoms and the outlaws. You could join any of these factions, which meant their enemies would attack you on the road. You could also attack cities, and travelers you met along the way.

Any help would be nice!

Subreddit: Flashgames

Upvotes: 3.0, Comments: 3.0

URL: https://www.reddit.com/r/FlashGames/comments/ahbbkp/looking\_for\_a\_game\_megathread\_closed/

8 Quotations:

## icon 25:1 ¶ 1 in Flashgames\_ahbbkp.txt

Codes:

● Purpose of post: Game search

Content:

Title: Looking for a game,

## icon 25:2 ¶ 3 in Flashgames\_ahbbkp.txt

Codes:

● Game metadata: Game genre

Content:

Adventure RPG

## icon 25:3 ¶ 4 in Flashgames\_ahbbkp.txt

Codes:

● In-game narrative / structure: Game context  ● In-game narrative / structure: Game mechanics

Content:

The game has a map where you travel between cities, trading various commodities.

## icon 25:4 ¶ 4 in Flashgames\_ahbbkp.txt

Codes:

● In-game narrative / structure: Customisation options  ● In-game narrative / structure: Game progression

Content:

ou can get larger vehicles like wagons, and I remember the largest being a Galleon with wheels.

## icon 25:5 ¶ 4 in Flashgames\_ahbbkp.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

The larger your ship the more people you could recruit to travel with you.

## icon 25:6 ¶ 4 in Flashgames\_ahbbkp.txt

Codes:

● In-game narrative / structure: Game context

Content:

There were I think 3 factions

## icon 25:7 ¶ 4 in Flashgames\_ahbbkp.txt

Codes:

● In-game narrative / structure: Game context

Content:

two warring kingdoms and the outlaws.

## icon 25:8 ¶ 4 in Flashgames\_ahbbkp.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

ou could join any of these factions, which meant their enemies would attack you on the road. You could also attack cities, and travelers you met along the way.

# icon 26 Flashgames\_au77go.txt

Content:

Title: Cartoon Cartoon Summer Resort. This was my favorite flash game of '00, at age 9.

Body: nan

Subreddit: Flashgames

Upvotes: 14.0, Comments: 3.0

URL: https://i.redd.it/jl3joozk6ii21.png

3 Quotations:

## icon 26:1 ¶ 1 in Flashgames\_au77go.txt

Codes:

● Game metadata: Title

Content:

Cartoon Cartoon Summer Resort.

## icon 26:2 ¶ 1 in Flashgames\_au77go.txt

Codes:

● Design: Graphics style

Content:

Cartoon

## icon 26:3 ¶ 1 in Flashgames\_au77go.txt

Codes:

● Purpose of post: Showcase

Content:

Cartoon Cartoon Summer Resort. This was my favorite flash game of '00, at age 9.

# icon 27 Flashgames\_b0o2zf.txt

Content:

Title: Is there a website to play swords and potions (one or two) that saves your progress?

Body: Growing up, i could never afford a Good PC, but i always was able to only really play S&amp;P's on Armor Games, but they got rid of it sadly. I now really want to play it, and i can't and i am in denial . If anyone can help it will be appreciated!

Subreddit: Flashgames

Upvotes: 3.0, Comments: 4.0

URL: https://www.reddit.com/r/FlashGames/comments/b0o2zf/is\_there\_a\_website\_to\_play\_swords\_and\_potions\_one/

3 Quotations:

## icon 27:1 ¶ 3 in Flashgames\_b0o2zf.txt

Codes:

● Game metadata: Website / location

Content:

on Armor Games,

## icon 27:2 ¶ 1 in Flashgames\_b0o2zf.txt

Codes:

● Purpose of post: Support

Content:

Is there a website to play swords and potions (one or two) that saves your progress?

## icon 27:3 ¶ 1 in Flashgames\_b0o2zf.txt

Codes:

● Game metadata: Title

Content:

play swords and potions

# icon 28 Flashgames\_b2m53i.txt

Content:

Title: Make money. Rip off hard-working people. Earn cool stuff for your desk.

Body: nan

Subreddit: Flashgames

Upvotes: 4.0, Comments: 1.0

URL: https://shadysam.com/

3 Quotations:

## icon 28:1 ¶ 1 in Flashgames\_b2m53i.txt

Codes:

● Purpose of post: Showcase

Content:

Title: Make money. Rip off hard-working people. Earn cool stuff for your desk.

## icon 28:2 ¶ 1 in Flashgames\_b2m53i.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

Rip off hard-working people

## icon 28:3 ¶ 1 in Flashgames\_b2m53i.txt

Codes:

● In-game narrative / structure: Game progression

Content:

Earn cool stuff for your desk.

# icon 29 Flashgames\_b9dfpr.txt

Content:

Title: Someone remember this?

Body: [https://www.newgrounds.com/portal/view/147276](https://www.newgrounds.com/portal/view/147276)

Subreddit: Flashgames

Upvotes: 3.0, Comments: 1.0

URL: https://www.reddit.com/r/FlashGames/comments/b9dfpr/someone\_remember\_this/

3 Quotations:

## icon 29:1 ¶ 1 in Flashgames\_b9dfpr.txt

Codes:

● Purpose of post: Showcase

Content:

Title: Someone remember this?

## icon 29:2 ¶ 3 in Flashgames\_b9dfpr.txt

Codes:

● Game metadata: Website / location

Content:

https://www.newgrounds.com/portal/view/147276

## icon 29:3 ¶ 3 in Flashgames\_b9dfpr.txt

Codes:

● Game metadata: Website / location

Content:

https://www.newgrounds.com/portal/view/147276

# icon 30 Flashgames\_b9qx9k.txt

Content:

Title: On The Run... but how can you play it?

Body: This might be a different request than usual because I do remember what the game is, it was that legendary game on Miniclip called On The Run where you were a yellow car trying to escape from "the corporation." My issue is that I cannot for the life of me find anywhere to play it! Miniclip says that it is no longer playable on any browser and it seems all other links to it just referenced that. Please help!!

Subreddit: Flashgames

Upvotes: 3.0, Comments: 6.0

URL: https://www.reddit.com/r/FlashGames/comments/b9qx9k/on\_the\_run\_but\_how\_can\_you\_play\_it/

5 Quotations:

## icon 30:1 ¶ 1 in Flashgames\_b9qx9k.txt

Codes:

● Game metadata: Title

Content:

On The Run

## icon 30:2 ¶ 3 in Flashgames\_b9qx9k.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

a yellow car

## icon 30:3 ¶ 3 in Flashgames\_b9qx9k.txt

Codes:

● Game metadata: Title

Content:

On The Run

## icon 30:4 ¶ 3 in Flashgames\_b9qx9k.txt

Codes:

● Game metadata: Website / location

Content:

Miniclip

## icon 30:5 ¶ 3 in Flashgames\_b9qx9k.txt

Codes:

● Purpose of post: Support  ● Usability barriers: Technical / performance issue with game

Content:

no longer playable on any browser and it seems all other links to it just referenced that.

# icon 31 Flashgames\_b18to6.txt

Content:

Title: How to find old Flash games

Body: Looking for old Flash games? Here are some tips.

- Put the URL into the [Internet Archive](http://web.archive.org)

- Check out the SWF files on these archive pages [(1)](http://ssh.locker.phinugamma.org/swf/addictinggames) addictinggames [(2)](http://ssh.locker.phinugamma.org/swf/armorgames) armorgames [(3)](http://ssh.locker.phinugamma.org/swf/miniclip) miniclip

- Download the [Flashpoint](https://bluemaxima.org/flashpoint/) archive

Feel free to PM me if you're looking for a game or need a SWF's sitelocking removed (for archival purposes only).

Hope that helps!

Subreddit: Flashgames

Upvotes: 7.0, Comments: 1.0

URL: https://www.reddit.com/r/FlashGames/comments/b18to6/how\_to\_find\_old\_flash\_games/

1 Quotations:

## icon 31:1 ¶ 1 in Flashgames\_b18to6.txt

Codes:

● Purpose of post: Not relevant / broken post

Content:

Title: How to find old Flash games

# icon 32 Flashgames\_b29pja.txt

Content:

Title: series of "horror" point and click games

Body: i think in the first game you were collecting instruments for a band of ghosts.

Subreddit: Flashgames

Upvotes: 3.0, Comments: 1.0

URL: https://www.reddit.com/r/FlashGames/comments/b29pja/series\_of\_horror\_point\_and\_click\_games/

3 Quotations:

## icon 32:1 ¶ 3 in Flashgames\_b29pja.txt

Codes:

● In-game narrative / structure: Game context

Content:

for a band of ghosts.

## icon 32:2 ¶ 1 in Flashgames\_b29pja.txt

Codes:

● Game metadata: Part of game series  ● Purpose of post: Game search

Content:

series of "horror" point and click games

## icon 32:3 ¶ 3 in Flashgames\_b29pja.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

you were collecting instruments

# icon 33 Flashgames\_b51wxg.txt

Content:

Title: Stick RPG 2 - Play Stick RPG 2 on Crazy Games

Body: nan

Subreddit: Flashgames

Upvotes: 4.0, Comments: 0.0

URL: http://www.crazygames.com/game/stick-rpg-2

3 Quotations:

## icon 33:1 ¶ 1 in Flashgames\_b51wxg.txt

Codes:

● Game metadata: Website / location

Content:

on Crazy Games

## icon 33:2 ¶ 1 in Flashgames\_b51wxg.txt

Codes:

● Purpose of post: Showcase

Content:

RPG 2 - Play Stick R

## icon 33:3 ¶ 1 in Flashgames\_b51wxg.txt

Codes:

● Game metadata: Title

Content:

: Stick RPG 2 - Play Stick RPG 2

# icon 34 Flashgames\_bqahr6.txt

Content:

Title: Help finding a game?

Body: The game was a modern military between you and the AI. There were ground troops and armor and one of the special troops were paratroopers in squads of 4. One map was a beach assault where you troops would ride jet skis. The objective was to destroy the enemy base.

Subreddit: Flashgames

Upvotes: 5.0, Comments: 2.0

URL: https://www.reddit.com/r/FlashGames/comments/bqahr6/help\_finding\_a\_game/

5 Quotations:

## icon 34:1 ¶ 1 in Flashgames\_bqahr6.txt

Codes:

● Purpose of post: Game search

Content:

Title: Help finding a game?

## icon 34:2 ¶ 3 in Flashgames\_bqahr6.txt

Codes:

● In-game narrative / structure: Game context

Content:

The game was a modern military between you and the AI.

## icon 34:3 ¶ 3 in Flashgames\_bqahr6.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

There were ground troops and armor and one of the special troops were paratroopers in squads of 4.

## icon 34:4 ¶ 3 in Flashgames\_bqahr6.txt

Codes:

● Design: Background imagery

Content:

One map was a beach assault where you troops would ride jet skis.

## icon 34:5 ¶ 3 in Flashgames\_bqahr6.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

The objective was to destroy the enemy base.

# icon 35 Flashgames\_bw8l20.txt

Content:

Title: I used to play a stick fight game back in 2009/10 but dont remember what it is

Body: Back when I was a kid in 2009 i used to play a kind of gory 2d stick fight flash game where you had to clear different stages. I think the game was called "bob" or the guy you played as was "bob". The first stage was relateviely easy, but after that it became more difficult. When u died in that game a sad tune would play and you would get a white screen with a gravestone and flower. In the levels, the setting was a castle/fort and the enemies wielded swords/bows/spears. I remember in the second stage there was a guy wearing a bronze helmet who was harder to fight and the music was different. No, this is not one of those knockoff mortal kombat stick fight games where u fight 1v1, it was more like mario, where you have to clear a stage with obstacles and enemies in your way. Plz help me I really wanna relive my childhood.

Subreddit: Flashgames

Upvotes: 5.0, Comments: 6.0

URL: https://www.reddit.com/r/FlashGames/comments/bw8l20/i\_used\_to\_play\_a\_stick\_fight\_game\_back\_in\_200910/

15 Quotations:

## icon 35:1 ¶ 1 in Flashgames\_bw8l20.txt

Codes:

● Purpose of post: Game search

Content:

I used to play a stick fight game back in 2009/10 but dont remember what it is

## icon 35:2 ¶ 3 in Flashgames\_bw8l20.txt

Codes:

● Design: Graphics style

Content:

2d stick fight

## icon 35:3 ¶ 3 in Flashgames\_bw8l20.txt

Codes:

● In-game narrative / structure: Scene description

Content:

kind of gory

## icon 35:4 ¶ 3 in Flashgames\_bw8l20.txt

Codes:

● In-game narrative / structure: Game progression

Content:

clear different stages

## icon 35:5 ¶ 3 in Flashgames\_bw8l20.txt

Codes:

● Game metadata: Game theme

Content:

play a kind of gory 2d stick fight flash game where you had to clear different stages.

## icon 35:6 ¶ 3 in Flashgames\_bw8l20.txt

Codes:

● Game metadata: Title

Content:

the game was called "bob"

## icon 35:7 ¶ 3 in Flashgames\_bw8l20.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

e guy you played as was "bob".

## icon 35:8 ¶ 3 in Flashgames\_bw8l20.txt

Codes:

● In-game narrative / structure: Game progression

Content:

The first stage was relateviely easy, but after that it became more difficult.

## icon 35:9 ¶ 3 in Flashgames\_bw8l20.txt

Codes:

● Design: Reference to sound design

Content:

When u died in that game a sad tune would play and you would get a white screen with a gravestone and flower.

## icon 35:10 ¶ 3 in Flashgames\_bw8l20.txt

Codes:

● In-game narrative / structure: Game context

Content:

In the levels, the setting was a castle/fort and the enemies wielded swords/bows/spears.

## icon 35:11 ¶ 3 in Flashgames\_bw8l20.txt

Codes:

● Game metadata: Weapons / tools

Content:

swords/bows/spears

## icon 35:12 ¶ 3 in Flashgames\_bw8l20.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

a guy wearing a bronze helmet

## icon 35:13 ¶ 3 in Flashgames\_bw8l20.txt

Codes:

● Design: Reference to sound design

Content:

the music was different.

## icon 35:14 ¶ 3 in Flashgames\_bw8l20.txt

Codes:

● In-game narrative / structure: Similarity to other title

Content:

this is not one of those knockoff mortal kombat stick fight games where u fight 1v1,

## icon 35:15 ¶ 3 in Flashgames\_bw8l20.txt

Codes:

● In-game narrative / structure: Similarity to other title

Content:

it was more like mario, where you have to clear a stage with obstacles and enemies in your way.

# icon 36 Flashgames\_cajiyy.txt

Content:

Title: Im looking for a game that is like slither.io but from 2006-2008? I tried to draw how the player looked like. You are a very minimalistic worm (mouth is a semi-circle) and you have to eat others in order to grow and ascend to a bigger level. The background was black and the enemies blue or orange.

Body: nan

Subreddit: Flashgames

Upvotes: 6.0, Comments: 5.0

URL: https://i.redd.it/v8tp1p8482931.jpg

6 Quotations:

## icon 36:1 ¶ 1 in Flashgames\_cajiyy.txt

Codes:

● Purpose of post: Game search

Content:

tle: Im looking for a game th

## icon 36:2 ¶ 1 in Flashgames\_cajiyy.txt

Codes:

● In-game narrative / structure: Similarity to other title

Content:

s like slither.io

## icon 36:3 ¶ 1 in Flashgames\_cajiyy.txt

Codes:

● Game metadata: Release date / last played

Content:

from 2006-2008?

## icon 36:4 ¶ 1 in Flashgames\_cajiyy.txt

Codes:

● Design: Graphics style

Content:

a very minimalistic worm (mouth is a semi-circle)

## icon 36:5 ¶ 1 in Flashgames\_cajiyy.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

and you have to eat others in order to grow and ascend to a bigger level.

## icon 36:6 ¶ 1 in Flashgames\_cajiyy.txt

Codes:

● Design: Background imagery

Content:

The background was black and the enemies blue or orange.

# icon 37 Flashgames\_cdg902.txt

Content:

Title: Searching for a game for years!

Body: It was a game that you used a black girl( like in Limbo) and you walked in villages, forests, snow covered city. It was a 2d game with a very dark vibe.

Subreddit: Flashgames

Upvotes: 4.0, Comments: 0.0

URL: https://www.reddit.com/r/FlashGames/comments/cdg902/searching\_for\_a\_game\_for\_years/

7 Quotations:

## icon 37:1 ¶ 1 in Flashgames\_cdg902.txt

Codes:

● Purpose of post: Game search

Content:

Title: Searching for a game for years!

## icon 37:2 ¶ 3 in Flashgames\_cdg902.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

a black gir

## icon 37:3 ¶ 3 in Flashgames\_cdg902.txt

Codes:

● In-game narrative / structure: Similarity to other title

Content:

like in Limbo)

## icon 37:4 ¶ 3 in Flashgames\_cdg902.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

you walked

## icon 37:5 ¶ 3 in Flashgames\_cdg902.txt

Codes:

● In-game narrative / structure: Scene description

Content:

villages, forests, snow covered city

## icon 37:6 ¶ 3 in Flashgames\_cdg902.txt

Codes:

● Design: Graphics style

Content:

2d game with a very dark vibe.

## icon 37:7 ¶ 3 in Flashgames\_cdg902.txt

Codes:

● Game metadata: Game theme

Content:

very dark vibe.

# icon 38 Flashgames\_cjfjqt.txt

Content:

Title: Old game that i wanted to play again

Body: I dont really know how to explain but you place squares on a grid and there are some rules that tell what happens when you put squares next to each other

Subreddit: Flashgames

Upvotes: 4.0, Comments: 3.0

URL: https://www.reddit.com/r/FlashGames/comments/cjfjqt/old\_game\_that\_i\_wanted\_to\_play\_again/

2 Quotations:

## icon 38:1 ¶ 1 in Flashgames\_cjfjqt.txt

Codes:

● Purpose of post: Game search

Content:

Old game that i wanted to play again

## icon 38:2 ¶ 3 in Flashgames\_cjfjqt.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

I dont really know how to explain but you place squares on a grid and there are some rules that tell what happens when you put squares next to each other

# icon 39 Flashgames\_co9hpb.txt

Content:

Title: NEED HELP FINDING OLD FLASH GAME

Body: okay does anyone remember the flash game of this normal looking white guy and he goes to a restaurant called burger kong and then like the end of the game he is running or something and he gets a notification and its the jurrassic park “youve got mail” and i think the o-zone ma ya hi song is playing too. this was like mid/ early 2000s also

Subreddit: Flashgames

Upvotes: 3.0, Comments: 3.0

URL: https://www.reddit.com/r/FlashGames/comments/co9hpb/need\_help\_finding\_old\_flash\_game/

6 Quotations:

## icon 39:1 ¶ 1 in Flashgames\_co9hpb.txt

Codes:

● Purpose of post: Game search

Content:

Title: NEED HELP FINDING OLD FLASH GAME

## icon 39:2 ¶ 3 in Flashgames\_co9hpb.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

this normal looking white guy

## icon 39:3 ¶ 3 in Flashgames\_co9hpb.txt

Codes:

● In-game narrative / structure: Scene description

Content:

he goes to a restaurant called burger kong

## icon 39:4 ¶ 3 in Flashgames\_co9hpb.txt

Codes:

● In-game narrative / structure: Scene description

Content:

then like the end of the game he is running or something and he gets a notification and its the jurrassic park “youve got mail”

## icon 39:5 ¶ 3 in Flashgames\_co9hpb.txt

Codes:

● Design: Reference to sound design

Content:

he o-zone ma ya hi song is playing too

## icon 39:6 ¶ 3 in Flashgames\_co9hpb.txt

Codes:

● Game metadata: Release date / last played

Content:

this was like mid/ early 2000s also

# icon 40 Flashgames\_d9r57u.txt

Content:

Title: Ethany Pocket Edition

Body: nan

Subreddit: Flashgames

Upvotes: 3.0, Comments: 0.0

URL: https://www.newgrounds.com/portal/view/738994

2 Quotations:

## icon 40:1 ¶ 7 in Flashgames\_d9r57u.txt

Codes:

● Game metadata: Website / location

Content:

https://www.newgrounds.com/portal/view/738994

## icon 40:2 ¶ 1 in Flashgames\_d9r57u.txt

Codes:

● Game metadata: Title  ● Purpose of post: Showcase

Content:

Title: Ethany Pocket Edition

# icon 41 Flashgames\_dkk1vu.txt

Content:

Title: What happened to MoFunZone.com?

Body: I played games there years ago but never signed up. I would sign up and play now but it's not possible because the site has horribly changed. I'm trying to find any information about the reason of this change but I can't find anything. Does anyone know what happened?

(Posted this again because the original post was removed because I signed up recently)

Subreddit: Flashgames

Upvotes: 4.0, Comments: 2.0

URL: https://www.reddit.com/r/FlashGames/comments/dkk1vu/what\_happened\_to\_mofunzonecom/

4 Quotations:

## icon 41:1 ¶ 1 in Flashgames\_dkk1vu.txt

Codes:

● Purpose of post: Support

Content:

What happened to MoFunZone.com?

## icon 41:2 ¶ 1 in Flashgames\_dkk1vu.txt

Codes:

● Game metadata: Website / location

Content:

MoFunZone.com?

## icon 41:3 ¶ 3 in Flashgames\_dkk1vu.txt

Codes:

● Experience and preservation: Nostalgia

Content:

I played games there years ago but never signed up.

## icon 41:4 ¶ 3 in Flashgames\_dkk1vu.txt

Content:

I would sign up and play now but it's not possible because the site has horribly changed. I

# icon 42 Flashgames\_dkwm93.txt

Content:

Title: How do I download flash games

Body: nan

Subreddit: Flashgames

Upvotes: 4.0, Comments: 2.0

URL: https://www.reddit.com/r/FlashGames/comments/dkwm93/how\_do\_i\_download\_flash\_games/

1 Quotations:

## icon 42:1 ¶ 1 in Flashgames\_dkwm93.txt

Codes:

● Purpose of post: Support  ● Requirements: Technical requirement

Content:

Title: How do I download flash games

# icon 43 Flashgames\_dlmfcy.txt

Content:

Title: \*Looking for a Game\*

Body: Alright so, ages ago my entire school was playing this game and nobody that i can talk to remembers the name

&amp;#x200B;

\\-It was a game where you were controlling a car from a birds eye point of view

\\-There were green raptors that attacked your car and you had to get around them (colour of the raptors changed depending on the level, the further you got they were like yellow then red) - the raptors looked almost metallic but that was just the bad graphics

\\-I also think you could shoot the dinosaurs

Subreddit: Flashgames

Upvotes: 3.0, Comments: 0.0

URL: https://www.reddit.com/r/FlashGames/comments/dlmfcy/looking\_for\_a\_game/

8 Quotations:

## icon 43:1 ¶ 1 in Flashgames\_dlmfcy.txt

Codes:

● Purpose of post: Game search

Content:

Title: \*Looking for a Game\*

## icon 43:2 ¶ 3 in Flashgames\_dlmfcy.txt

Codes:

● Experience and preservation: Nostalgia

Content:

Alright so, ages ago my entire school was playing this game and nobody that i can talk to remembers the name

## icon 43:3 ¶ 7 in Flashgames\_dlmfcy.txt

Codes:

● In-game narrative / structure: Game context  ● In-game narrative / structure: Game mechanics

Content:

controlling a car from a birds eye point of view

## icon 43:4 ¶ 7 in Flashgames\_dlmfcy.txt

Codes:

● Design: Graphics style

Content:

a birds eye point of view

## icon 43:5 ¶ 9 in Flashgames\_dlmfcy.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

green raptors that attacked your car

## icon 43:6 ¶ 9 in Flashgames\_dlmfcy.txt

Codes:

● In-game narrative / structure: Game progression  ● In-game narrative / structure: Scene description

Content:

(colour of the raptors changed depending on the level, the further you got they were like yellow then red

## icon 43:7 ¶ 9 in Flashgames\_dlmfcy.txt

Codes:

● Design: Graphics style

Content:

the raptors looked almost metallic but that was just the bad graphics

## icon 43:8 ¶ 11 in Flashgames\_dlmfcy.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

-I also think you could shoot the dinosaurs

# icon 44 Flashgames\_dnm0la.txt

Content:

Title: Im looking for a bycicle racing game, mostly the second game

Body: I remember playing a weird bike racing game, i think the main character was a guy with an afro and every character had its own crazy bike, in the second game there was a level on the moon and it had challenges and minigames too, unlockable characters and maaaaybe the minigame was about a cat or a fish, something like that, i think you could upgrade characters too but im not so sure

Subreddit: Flashgames

Upvotes: 3.0, Comments: 7.0

URL: https://www.reddit.com/r/FlashGames/comments/dnm0la/im\_looking\_for\_a\_bycicle\_racing\_game\_mostly\_the/

8 Quotations:

## icon 44:1 ¶ 1 in Flashgames\_dnm0la.txt

Codes:

● Purpose of post: Game search

Content:

Title: Im looking for a bycicle racing game, mostly the second game

## icon 44:2 ¶ 1 in Flashgames\_dnm0la.txt

Codes:

● Game metadata: Part of game series

Content:

mostly the second game

## icon 44:3 ¶ 3 in Flashgames\_dnm0la.txt

Codes:

● Game metadata: Game genre

Content:

I remember playing a weird bike racing game,

## icon 44:4 ¶ 3 in Flashgames\_dnm0la.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

he main character was a guy with an afro

## icon 44:5 ¶ 3 in Flashgames\_dnm0la.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

every character had its own crazy bike

## icon 44:6 ¶ 3 in Flashgames\_dnm0la.txt

Codes:

● In-game narrative / structure: Customisation options  ● In-game narrative / structure: Game progression

Content:

unlockable characters

## icon 44:7 ¶ 3 in Flashgames\_dnm0la.txt

Codes:

● In-game narrative / structure: Scene description

Content:

maaaaybe the minigame was about a cat or a fish

## icon 44:8 ¶ 3 in Flashgames\_dnm0la.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

i think you could upgrade characters too

# icon 45 Flashgames\_dxmnsp.txt

Content:

Title: Looking for my childhood flash game

Body: It was game about being a homeless person but you find out a relative died in California with a large inheritance so you must hitchhike across America I first found it on mostfungames.com but I don’t know if it’s from there any help would be great

Subreddit: Flashgames

Upvotes: 8.0, Comments: 2.0

URL: https://www.reddit.com/r/FlashGames/comments/dxmnsp/looking\_for\_my\_childhood\_flash\_game/

6 Quotations:

## icon 45:1 ¶ 3 in Flashgames\_dxmnsp.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

being a homeless person

## icon 45:2 ¶ 1 in Flashgames\_dxmnsp.txt

Codes:

● Purpose of post: Game search

Content:

Title: Looking for my childhood flash game

## icon 45:3 ¶ 1 in Flashgames\_dxmnsp.txt

Codes:

● Experience and preservation: Nostalgia

Content:

childhood flash game

## icon 45:4 ¶ 3 in Flashgames\_dxmnsp.txt

Codes:

● In-game narrative / structure: Game context

Content:

It was game about being a homeless person but you find out a relative died in California with a large inheritance so you must hitchhike across America

## icon 45:5 ¶ 3 in Flashgames\_dxmnsp.txt

Codes:

● Game metadata: Website / location

Content:

mostfungames.com

## icon 45:6 ¶ 3 in Flashgames\_dxmnsp.txt

Codes:

● In-game narrative / structure: Game progression

Content:

so you must hitchhike across America

# icon 46 Flashgames\_dzedj7.txt

Content:

Title: How do you compress audio the way some flash games do?

Body: Flash games seem to have this unique form of sound compression that I would love to replicate (preferably in Audacity), but I can't figure out how to do it. Anyone know how to achieve this? I don't intend on making anything with flash, so using the actual software probably won't be necessary.

Subreddit: Flashgames

Upvotes: 6.0, Comments: 2.0

URL: https://www.reddit.com/r/FlashGames/comments/dzedj7/how\_do\_you\_compress\_audio\_the\_way\_some\_flash/

2 Quotations:

## icon 46:2 ¶ 3 in Flashgames\_dzedj7.txt

Codes:

● Design: Reference to sound design

Content:

Flash games seem to have this unique form of sound compression

## icon 46:3 ¶ 3 in Flashgames\_dzedj7.txt

Codes:

● Purpose of post: Not relevant / broken post

Content:

anything with flash, so using the actual software probably won't be necessary.

# icon 47 Flashgames\_e0ga48.txt

Content:

Title: Help me find a game

Body: The game was called "Public viewing" if I remember correctly. I played this game a long time ago and when I tried searching it a few months back I couldn't find it. You play the game from a screen where the crowd gathers if your performance is good. The objective of game was to get a huge crowd. You ran around in the field (Soccer or rugby) naked while trying to dodge guards, riding chickens and doing other weird shit. It was a 2d game. If anyone remembers about the game then please help me find it.

Subreddit: Flashgames

Upvotes: 5.0, Comments: 2.0

URL: https://www.reddit.com/r/FlashGames/comments/e0ga48/help\_me\_find\_a\_game/

7 Quotations:

## icon 47:1 ¶ 1 in Flashgames\_e0ga48.txt

Codes:

● Purpose of post: Game search

Content:

Help me find a game

## icon 47:2 ¶ 3 in Flashgames\_e0ga48.txt

Codes:

● Game metadata: Title

Content:

d "Public viewing"

## icon 47:3 ¶ 3 in Flashgames\_e0ga48.txt

Codes:

● Experience and preservation: Nostalgia

Content:

I played this game a long time ago and when I tried searching it a few months back I couldn't find it.

## icon 47:4 ¶ 3 in Flashgames\_e0ga48.txt

Codes:

● In-game narrative / structure: Game mechanics  ● In-game narrative / structure: Scene description

Content:

You play the game from a screen where the crowd gathers if your performance is good.

## icon 47:5 ¶ 3 in Flashgames\_e0ga48.txt

Codes:

● In-game narrative / structure: Game progression

Content:

he objective of game was to get a huge crowd

## icon 47:6 ¶ 3 in Flashgames\_e0ga48.txt

Codes:

● Game metadata: Main charachter / other characters  ● In-game narrative / structure: Game mechanics  ● In-game narrative / structure: Scene description

Content:

You ran around in the field (Soccer or rugby) naked while trying to dodge guards, riding chickens and doing other weird shit.

## icon 47:7 ¶ 3 in Flashgames\_e0ga48.txt

Codes:

● Design: Graphics style

Content:

. It was a 2d game.

# icon 48 Flashgames\_e0sjeg.txt

Content:

Title: What are some good games?

Body: Here’s some context: I like games like terraria, Minecraft, horizon zero dawn, destiny, warframe, stuff like that. I’ve only seen 1 flash game that appeals to me free roam game needs. What are some others? I really don’t care about graphics btw.

Subreddit: Flashgames

Upvotes: 4.0, Comments: 2.0

URL: https://www.reddit.com/r/FlashGames/comments/e0sjeg/what\_are\_some\_good\_games/

3 Quotations:

## icon 48:1 ¶ 1 in Flashgames\_e0sjeg.txt

Codes:

● Purpose of post: Game search

Content:

What are some good games?

## icon 48:2 ¶ 3 in Flashgames\_e0sjeg.txt

Codes:

● In-game narrative / structure: Similarity to other title

Content:

like terraria, Minecraft, horizon zero dawn, destiny, warframe,

## icon 48:3 ¶ 3 in Flashgames\_e0sjeg.txt

Codes:

● Game metadata: Game genre

Content:

ree roam game

# icon 49 Flashgames\_e6n5ym.txt

Content:

Title: Skydiving game where you fell along skyscrapers and had to avoid and destroy various things

Body: Hello, another quick find-a-game request. I'm looking for a 2D flash game with stylized graphics where you played as a skydiver - the character wore a dark, face-concealing helmet - and had to avoid and destroy certain things while falling down through a city with tall skyscrapers on either side of you. (I believe you were attacked by flying robots, but I may be confusing this with another game.)

The game was formerly available on brainbashers.com and brainbashersgames.com, where I spent the most time playing it, but it was also available on other websites, and was removed from the Brainbashers website a long time ago. I've looked through both websites with the Wayback Machine on archive.org, but haven't found anything.

Here's a rough example of the game layout: https://i.imgur.com/ZuTzLVw.png. Eventually, you'd reach the ground if you'd managed to avoid everything.

Any help for identifying this game would be wonderful. Thanks!

Subreddit: Flashgames

Upvotes: 7.0, Comments: 0.0

URL: https://www.reddit.com/r/FlashGames/comments/e6n5ym/skydiving\_game\_where\_you\_fell\_along\_skyscrapers/

7 Quotations:

## icon 49:2 ¶ 7 in Flashgames\_e6n5ym.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

Eventually, you'd reach the ground if you'd managed to avoid everything.

## icon 49:4 ¶ 1 in Flashgames\_e6n5ym.txt

Codes:

● In-game narrative / structure: Scene description  ● Purpose of post: Game search

Content:

Skydiving game where you fell along skyscrapers and had to avoid and destroy various things

## icon 49:5 ¶ 3 in Flashgames\_e6n5ym.txt

Codes:

● Design: Graphics style

Content:

2D flash game with stylized graphics

## icon 49:7 ¶ 3 in Flashgames\_e6n5ym.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

a skydiver - the character wore a dark, face-concealing helmet

## icon 49:8 ¶ 3 in Flashgames\_e6n5ym.txt

Codes:

● In-game narrative / structure: Scene description

Content:

a city with tall skyscrapers on either side of you.

## icon 49:9 ¶ 5 in Flashgames\_e6n5ym.txt

Codes:

● Game metadata: Website / location

Content:

on brainbashers.com and brainbashersgames.com,

## icon 49:10 ¶ 5 in Flashgames\_e6n5ym.txt

Codes:

● Game metadata: Website / location

Content:

was also available on other websites,

# icon 50 Flashgames\_e3241j.txt

Content:

Title: (armor game)2016 or less- co-op side scroller where you defend a tower with your team mates

Body: For sure on armorgames but not anymore, an online co-op side scroller where you defend a central tower with your team mates. Each of you is one of the classes of warrior/tank, wizard/healer, or ranger/dps You level up as you play the game further and further, and this xp is saved between runs. Generaly tank and heal play together on one side of map and ranger solo clean other side

Subreddit: Flashgames

Upvotes: 5.0, Comments: 0.0

URL: https://www.reddit.com/r/FlashGames/comments/e3241j/armor\_game2016\_or\_less\_coop\_side\_scroller\_where/

10 Quotations:

## icon 50:1 ¶ 3 in Flashgames\_e3241j.txt

Codes:

● Game metadata: Website / location

Content:

on armorgames

## icon 50:2 ¶ 1 in Flashgames\_e3241j.txt

Codes:

● Game metadata: Website / location

Content:

(armor game

## icon 50:3 ¶ 1 in Flashgames\_e3241j.txt

Codes:

● Game metadata: Release date / last played

Content:

2016 or less-

## icon 50:4 ¶ 1 in Flashgames\_e3241j.txt

Codes:

● Game metadata: Gamemode single/multiplayer

Content:

co-op

## icon 50:5 ¶ 1 in Flashgames\_e3241j.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

side scroller

## icon 50:6 ¶ 3 in Flashgames\_e3241j.txt

Codes:

● Game metadata: Gamemode single/multiplayer

Content:

online co-op

## icon 50:7 ¶ 3 in Flashgames\_e3241j.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

you defend a central tower with your team mates

## icon 50:8 ¶ 3 in Flashgames\_e3241j.txt

Codes:

● Game metadata: Main charachter / other characters  ● In-game narrative / structure: Game context

Content:

ne of the classes of warrior/tank, wizard/healer, or ranger/dps

## icon 50:9 ¶ 3 in Flashgames\_e3241j.txt

Codes:

● In-game narrative / structure: Game progression

Content:

Generaly tank and heal play together on one side of map and ranger solo clean other side

## icon 50:10 ¶ 1 in Flashgames\_e3241j.txt

Codes:

● Purpose of post: Game search

Content:

(armor game)2016 or less- co-op side scroller where you defend a tower with your team mates

# icon 51 Flashgames\_efh9vn.txt

Content:

Title: Favorite flash game as a kid, Wiz 3

Body: For some reason the game isn't loading, is it a problem with my flash player?

Here's a link:

[http://ww1.freearcade.com/Wiz3.jav/Wiz3.html](http://ww1.freearcade.com/Wiz3.jav/Wiz3.html)

I'd appreciate any help, this game is amazing

Subreddit: Flashgames

Upvotes: 4.0, Comments: 8.0

URL: https://www.reddit.com/r/FlashGames/comments/efh9vn/favorite\_flash\_game\_as\_a\_kid\_wiz\_3/

4 Quotations:

## icon 51:1 ¶ 3 in Flashgames\_efh9vn.txt

Codes:

● Purpose of post: Support  ● Usability barriers: Technical / performance issue with game

Content:

For some reason the game isn't loading, is it a problem with my flash player?

## icon 51:2 ¶ 7 in Flashgames\_efh9vn.txt

Codes:

● Game metadata: Website / location

Content:

[http://ww1.freearcade.com/Wiz3.jav/Wiz3.html](http://ww1.freearcade.com/Wiz3.jav/Wiz3.html)

## icon 51:3 ¶ 1 in Flashgames\_efh9vn.txt

Codes:

● Game metadata: Title

Content:

Wiz 3

## icon 51:4 ¶ 1 in Flashgames\_efh9vn.txt

Codes:

● Experience and preservation: Nostalgia

Content:

avorite flash game as a kid,

# icon 52 Flashgames\_eicess.txt

Content:

Title: Need to find the name of a flash game I really liked...

Body: I hope the redditors on this sub can help me find an old flash game I used to play to. It's a very weird zombie/strategy/multiplayer game so I don't know if anyone knows it but why not give it a shot ?

The game's goal is simple : you are a guy hiding in your house and your objective is to collect mana in order to summon zombie-like monsters (the zombies are white with a little bit of blood on them) so they go destroy the houses of your opponents before they destroy yours. You could play on solo (campaign or match against AI) as well as on multiplayer.

The game holds a day-night cycle in which during the night you can summon monsters and collect mana, and during the day all the monsters summoned the night before that aren't already dead die and you can only collect mana.

One last important mechanic is the mana and how you collect it. There are 4 different types of mana (white, red, blue and yellow), and each type enables you to summon different monsters. On the lower side of the screen, there is a sort of Candy Crush like puzzle where you have to click on groupments of tiles of the SAME color (3 or more) in order to earn mana of this color. If you click on a groupment of only 1 or 2 tiles of the same color, you lose mana instead.

That is a good chunk of all the things I remember about the game, feel free to ask me questions in the comments so I can help you find it more !

I apologize for my english as it is not my birth language.

Subreddit: Flashgames

Upvotes: 6.0, Comments: 1.0

URL: https://www.reddit.com/r/FlashGames/comments/eicess/need\_to\_find\_the\_name\_of\_a\_flash\_game\_i\_really/

13 Quotations:

## icon 52:1 ¶ 1 in Flashgames\_eicess.txt

Codes:

● Purpose of post: Game search

Content:

Need to find the name of a flash game I really liked...

## icon 52:2 ¶ 3 in Flashgames\_eicess.txt

Codes:

● Game metadata: Game theme  ● Game metadata: Main charachter / other characters

Content:

zombie

## icon 52:3 ¶ 3 in Flashgames\_eicess.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

strategy

## icon 52:4 ¶ 3 in Flashgames\_eicess.txt

Codes:

● Game metadata: Gamemode single/multiplayer

Content:

multiplayer

## icon 52:5 ¶ 4 in Flashgames\_eicess.txt

Codes:

● In-game narrative / structure: Game context  ● In-game narrative / structure: Game progression

Content:

: you are a guy hiding in your house and your objective is to collect mana in order to summon zombie-like monsters (

## icon 52:6 ¶ 4 in Flashgames\_eicess.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

e zombies are white with a little bit of blood on them

## icon 52:7 ¶ 4 in Flashgames\_eicess.txt

Codes:

● In-game narrative / structure: Game context

Content:

so they go destroy the houses of your opponents before they destroy yours.

## icon 52:8 ¶ 4 in Flashgames\_eicess.txt

Codes:

● Game metadata: Gamemode single/multiplayer

Content:

You could play on solo (campaign or match against AI) as well as on multiplayer.

## icon 52:9 ¶ 5 in Flashgames\_eicess.txt

Codes:

● In-game narrative / structure: Game context

Content:

a day-night cycle

## icon 52:10 ¶ 5 in Flashgames\_eicess.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

in which during the night you can summon monsters and collect mana,

## icon 52:11 ¶ 5 in Flashgames\_eicess.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

and during the day all the monsters summoned the night before that aren't already dead die and you can only collect mana.

## icon 52:12 ¶ 6 in Flashgames\_eicess.txt

Codes:

● In-game narrative / structure: Game progression

Content:

here are 4 different types of mana (white, red, blue and yellow), and each type enables you to summon different monsters.

## icon 52:13 ¶ 6 in Flashgames\_eicess.txt

Codes:

● Design: Background imagery

Content:

On the lower side of the screen, there is a sort of Candy Crush like puzzle where you have to click on groupments of tiles of the SAME color

# icon 53 Flashgames\_ek6z6c.txt

Content:

Title: Looking for a flash game about an Pangolin

Body: I remember there were 2 games about this. In the 2nd one you played as an rabbit/kangaroo/bunny and in the 1st one you could choose what you wanted to play as. I remember it was an side scroller and i think it had good graphics

Subreddit: Flashgames

Upvotes: 9.0, Comments: 1.0

URL: https://www.reddit.com/r/FlashGames/comments/ek6z6c/looking\_for\_a\_flash\_game\_about\_an\_pangolin/

5 Quotations:

## icon 53:1 ¶ 1 in Flashgames\_ek6z6c.txt

Codes:

● Purpose of post: Game search

Content:

Title: Looking for a flash game about an Pangolin

## icon 53:2 ¶ 3 in Flashgames\_ek6z6c.txt

Codes:

● Game metadata: Part of game series

Content:

I remember there were 2 games about this. I

## icon 53:3 ¶ 3 in Flashgames\_ek6z6c.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

s an rabbit/kangaroo/bunny

## icon 53:4 ¶ 3 in Flashgames\_ek6z6c.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

I remember it was an side scroller

## icon 53:5 ¶ 3 in Flashgames\_ek6z6c.txt

Codes:

● Design: Graphics style

Content:

nd i think it had good graphics

# icon 54 Flashgames\_exmvgo.txt

Content:

Title: Anyone remember a game about a highschooler meeting an older version of himself?

Body: I've been looking for a specific game where you play a highschool student who meets the older version of himself.

It's a purely text-based game but branches out to sooooo many paths.

Some details I remember about it:

1. The opening scene is the protagonist trying to pop his zit and then meeting his older self who comments on it.

2. His older self wants to help him get down with his crush by giving him a powder of sorts.

3. If you say yes to everything the older you asks, the game will end with him sexually assaulting your crush.

The game's interface is like a computer screen where all the text and choices are placed in the middle.

There are two more screens on each side that shows who is talking to who.

I think I played it on Newgrounds.

Anyone know this game?

Subreddit: Flashgames

Upvotes: 6.0, Comments: 2.0

URL: https://www.reddit.com/r/FlashGames/comments/exmvgo/anyone\_remember\_a\_game\_about\_a\_highschooler/

11 Quotations:

## icon 54:1 ¶ 1 in Flashgames\_exmvgo.txt

Codes:

● Purpose of post: Game search

Content:

Title: Anyone remember a game about a highschooler meeting an older version of himself?

## icon 54:2 ¶ 3 in Flashgames\_exmvgo.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

you play a highschool student

## icon 54:3 ¶ 3 in Flashgames\_exmvgo.txt

Codes:

● In-game narrative / structure: Game context

Content:

who meets the older version of himself.

## icon 54:4 ¶ 5 in Flashgames\_exmvgo.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

It's a purely text-based game

## icon 54:5 ¶ 9 in Flashgames\_exmvgo.txt

Codes:

● In-game narrative / structure: Scene description

Content:

The opening scene is the protagonist trying to pop his zit and then meeting his older self who comments on it.

## icon 54:6 ¶ 10 in Flashgames\_exmvgo.txt

Codes:

● In-game narrative / structure: Scene description

Content:

2. His older self wants to help him get down with his crush by giving him a powder of sorts.

## icon 54:7 ¶ 17 in Flashgames\_exmvgo.txt

Codes:

● Game metadata: Website / location

Content:

I think I played it on Newgrounds.

## icon 54:8 ¶ 15 in Flashgames\_exmvgo.txt

Codes:

● Design: Background imagery

Content:

There are two more screens on each side that shows who is talking to who.

## icon 54:9 ¶ 13 in Flashgames\_exmvgo.txt

Codes:

● Design: Background imagery

Content:

The game's interface is like a computer screen where all the text and choices are placed in the middle.

## icon 54:10 ¶ 11 in Flashgames\_exmvgo.txt

Codes:

● In-game narrative / structure: Scene description

Content:

3. If you say yes to everything the older you asks, the game will end with him sexually assaulting your crush.

## icon 54:11 ¶ 11 in Flashgames\_exmvgo.txt

Codes:

● In-game narrative / structure: Game ending

Content:

end with him sexually assaulting your crush.

# icon 55 Flashgames\_ez66le.txt

Content:

Title: stealth game

Body: so I remember this game was kind of like a flash version of metal gear or something. You had to hug walls and snap guards necks and stuff. The main gameplay loop was puzzle based I think so you had to stealthily move objects to pressure plates or something like that.

Subreddit: Flashgames

Upvotes: 3.0, Comments: 3.0

URL: https://www.reddit.com/r/FlashGames/comments/ez66le/stealth\_game/

6 Quotations:

## icon 55:1 ¶ 1 in Flashgames\_ez66le.txt

Codes:

● Purpose of post: Game search

Content:

Title: stealth game

## icon 55:2 ¶ 1 in Flashgames\_ez66le.txt

Codes:

● Game metadata: Game genre

Content:

stealth game

## icon 55:3 ¶ 3 in Flashgames\_ez66le.txt

Codes:

● In-game narrative / structure: Similarity to other title

Content:

a flash version of metal gear

## icon 55:4 ¶ 3 in Flashgames\_ez66le.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

hug walls

## icon 55:5 ¶ 3 in Flashgames\_ez66le.txt

Codes:

● Game metadata: Game genre  ● In-game narrative / structure: Game mechanics

Content:

snap guards necks

## icon 55:6 ¶ 3 in Flashgames\_ez66le.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

stealthily move objects to pressure plates o

# icon 56 Flashgames\_f4iqxq.txt

Content:

Title: I've restored "WhizzBall!" to 100% working order, including all online gameplay powered by my own reverse-engineered game server!

Body: nan

Subreddit: Flashgames

Upvotes: 36.0, Comments: 18.0

URL: https://iamjoshuastone.com/archive/whizzball/

2 Quotations:

## icon 56:1 ¶ 1 in Flashgames\_f4iqxq.txt

Codes:

● Purpose of post: Showcase

Content:

Title: I've restored "WhizzBall!" to 100% working order, including all online gameplay powered by my own reverse-engineered game server!

## icon 56:2 ¶ 7 in Flashgames\_f4iqxq.txt

Codes:

● Game metadata: Website / location

Content:

URL: https://iamjoshuastone.com/archive/whizzball/

# icon 57 Flashgames\_f6onhy.txt

Content:

Title: Trying to find an old flash game

Body: This might be the worst explanation ever, but I haven’t played it since 2009/2010 and only played it for a few weeks total - all I remember was it was 2d with premade characters and was up to 4 players local, I think you used swords and such. The thing I vividly remember for some reason is for health/energy, you picked up what appeared to be a bottle of milk, lol. Was a very fun game from what I remember and have been trying to find it for years!

Subreddit: Flashgames

Upvotes: 6.0, Comments: 3.0

URL: https://www.reddit.com/r/FlashGames/comments/f6onhy/trying\_to\_find\_an\_old\_flash\_game/

6 Quotations:

## icon 57:1 ¶ 1 in Flashgames\_f6onhy.txt

Codes:

● Purpose of post: Game search

Content:

Title: Trying to find an old flash game

## icon 57:2 ¶ 3 in Flashgames\_f6onhy.txt

Codes:

● Game metadata: Release date / last played

Content:

t I haven’t played it since 2009/2010

## icon 57:3 ¶ 3 in Flashgames\_f6onhy.txt

Codes:

● Design: Graphics style

Content:

was 2d with premade characters

## icon 57:4 ¶ 3 in Flashgames\_f6onhy.txt

Codes:

● Game metadata: Gamemode single/multiplayer

Content:

was up to 4 players local

## icon 57:5 ¶ 3 in Flashgames\_f6onhy.txt

Codes:

● Game metadata: Weapons / tools

Content:

ed swords and such

## icon 57:6 ¶ 3 in Flashgames\_f6onhy.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

s for health/energy, you picked up what appeared to be a bottle of milk,

# icon 58 Flashgames\_f6tkvw.txt

Content:

Title: Searching for Mafia/Gangster flash game

Body: I need help finding this flash game that is made about 10+ years ago. I remember playing it on y8, but I can no longer find it on the site.

The game have a map view UI mostly black and white. When first started (sandbox mode), you have to pick a mafia/gang faction. Then you get a small territory at the corner of the map. From there you can recruit minions and take other territory. You can take over territory by doing a drive-by or enter the main building to do a shoot-out. Once you capture a territory, you can choose 3 different types of business you want that territory center to have. I don't remember exactly, but I think there is drug trafficking, money laundering, and stripper. There is also a stock exchange building that sell drug stock. It's a simple game with basic art style.

Thank You for giving any clue about the game.

Subreddit: Flashgames

Upvotes: 3.0, Comments: 1.0

URL: https://www.reddit.com/r/FlashGames/comments/f6tkvw/searching\_for\_mafiagangster\_flash\_game/

12 Quotations:

## icon 58:1 ¶ 1 in Flashgames\_f6tkvw.txt

Codes:

● Purpose of post: Game search

Content:

Title: Searching for Mafia/Gangster flash game

## icon 58:2 ¶ 1 in Flashgames\_f6tkvw.txt

Codes:

● Game metadata: Game genre

Content:

r Mafia/Gangster

## icon 58:3 ¶ 3 in Flashgames\_f6tkvw.txt

Codes:

● Game metadata: Release date / last played

Content:

that is made about 10+ years ag

## icon 58:4 ¶ 3 in Flashgames\_f6tkvw.txt

Codes:

● Game metadata: Website / location

Content:

I remember playing it on y8,

## icon 58:5 ¶ 5 in Flashgames\_f6tkvw.txt

Codes:

● Design: Background imagery  ● Design: Graphics style

Content:

The game have a map view UI mostly black and white.

## icon 58:6 ¶ 5 in Flashgames\_f6tkvw.txt

Codes:

● Game metadata: Game theme

Content:

pick a mafia/gang faction

## icon 58:7 ¶ 5 in Flashgames\_f6tkvw.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

you have to pick a mafia/gang faction

## icon 58:8 ¶ 5 in Flashgames\_f6tkvw.txt

Codes:

● In-game narrative / structure: Game progression

Content:

Then you get a small territory at the corner of the map

## icon 58:9 ¶ 5 in Flashgames\_f6tkvw.txt

Codes:

● In-game narrative / structure: Game context  ● In-game narrative / structure: Game mechanics

Content:

From there you can recruit minions and take other territory.

## icon 58:10 ¶ 5 in Flashgames\_f6tkvw.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

You can take over territory by doing a drive-by or enter the main building to do a shoot-out. Once you capture a territory, you can choose 3 different types of business you want that territory center to have.

## icon 58:11 ¶ 5 in Flashgames\_f6tkvw.txt

Codes:

● In-game narrative / structure: Scene description

Content:

drug trafficking, money laundering, and stripper.

## icon 58:12 ¶ 5 in Flashgames\_f6tkvw.txt

Codes:

● Design: Graphics style

Content:

It's a simple game with basic art style.

# icon 59 Flashgames\_f11255.txt

Content:

Title: Can you still play Spite Cannon 2 Anywhere?

Body: Spite cannon 2 is an extremely nostalgic game for me, as it used to be my favorite flash game as a kid, but when i go to a site hosting it, either nothing pops up or it tells me to go to Addicting Games to play it, which also has nothing pop up. Is there anywhere I can still play it? I want to relive some old memories, thanks.

Subreddit: Flashgames

Upvotes: 3.0, Comments: 1.0

URL: https://www.reddit.com/r/FlashGames/comments/f11255/can\_you\_still\_play\_spite\_cannon\_2\_anywhere/

5 Quotations:

## icon 59:1 ¶ 1 in Flashgames\_f11255.txt

Codes:

● Game metadata: Title

Content:

Spite Cannon 2

## icon 59:2 ¶ 1 in Flashgames\_f11255.txt

Codes:

● Purpose of post: Game search

Content:

Can you still play Spite Cannon 2 Anywhere?

## icon 59:3 ¶ 3 in Flashgames\_f11255.txt

Codes:

● Game metadata: Title

Content:

Spite cannon 2

## icon 59:4 ¶ 3 in Flashgames\_f11255.txt

Codes:

● Usability barriers: Technical / performance issue with game

Content:

when i go to a site hosting it, either nothing pops up or it tells me to go to Addicting Games to play it,

## icon 59:5 ¶ 3 in Flashgames\_f11255.txt

Codes:

● Game metadata: Website / location

Content:

Addicting Games

# icon 60 Flashgames\_fa8c36.txt

Content:

Title: I found this and the 5th boss soft locks the game can someone fix this and link me the fixed version of it please

Body: nan

Subreddit: Flashgames

Upvotes: 4.0, Comments: 0.0

URL: https://drive.google.com/file/d/1OH2CjCY4zu-MpgTMaJGvJi0ymDbtkx\_J/view?usp=drivesdk

1 Quotations:

## icon 60:1 ¶ 1 in Flashgames\_fa8c36.txt

Codes:

● Purpose of post: Support  ● Usability barriers: Technical / performance issue with game

Content:

Title: I found this and the 5th boss soft locks the game can someone fix this and link me the fixed version of it please

# icon 61 Flashgames\_fb6vou.txt

Content:

Title: Does anyone know where to find the electric company prankster planet game?

Body: I really liked that game but then PBS kids removed it from their website...

Subreddit: Flashgames

Upvotes: 4.0, Comments: 1.0

URL: https://www.reddit.com/r/FlashGames/comments/fb6vou/does\_anyone\_know\_where\_to\_find\_the\_electric/

3 Quotations:

## icon 61:1 ¶ 1 in Flashgames\_fb6vou.txt

Codes:

● Game metadata: Title  ● Game metadata: Website / location

Content:

prankster planet

## icon 61:2 ¶ 3 in Flashgames\_fb6vou.txt

Codes:

● Usability barriers: Technical / performance issue with game

Content:

I really liked that game but then PBS kids removed it from their website...

## icon 61:3 ¶ 1 in Flashgames\_fb6vou.txt

Codes:

● Purpose of post: Game search

Content:

Does anyone know where to find the electric company prankster planet game?

# icon 62 Flashgames\_fbivst.txt

Content:

Title: Looking for a flash game that I played when I was younger

Body: I’m looking for this game I played when I was little... I don’t remember a whole lot of it but I remember it starts out with you going down the road in a thunderstorm and the protagonist saying his wife is gonna be angry that he’s late, when the car breaks down outside of an old house. The protagonist goes inside looking for a phone and has to fix a generator to power the lights, and there was some kind of a ghost/demon boy that needs batteries for a keyboard.

Hopefully I don’t sound crazy but i would like to play it again. Thank you for any help

Subreddit: Flashgames

Upvotes: 12.0, Comments: 1.0

URL: https://www.reddit.com/r/FlashGames/comments/fbivst/looking\_for\_a\_flash\_game\_that\_i\_played\_when\_i\_was/

6 Quotations:

## icon 62:1 ¶ 1 in Flashgames\_fbivst.txt

Codes:

● Purpose of post: Game search

Content:

: Looking for a flash game that I played when I was younger

## icon 62:2 ¶ 3 in Flashgames\_fbivst.txt

Codes:

● Game metadata: Game theme

Content:

kind of a ghost/demon

## icon 62:3 ¶ 3 in Flashgames\_fbivst.txt

Codes:

● In-game narrative / structure: Game progression

Content:

boy that needs batteries for a keyboard.

## icon 62:4 ¶ 3 in Flashgames\_fbivst.txt

Codes:

● In-game narrative / structure: Game progression

Content:

The protagonist goes inside looking for a phone and has to fix a generator to power the lights

## icon 62:5 ¶ 3 in Flashgames\_fbivst.txt

Codes:

● In-game narrative / structure: Scene description

Content:

his wife is gonna be angry that he’s late, when the car breaks down outside of an old house

## icon 62:6 ¶ 3 in Flashgames\_fbivst.txt

Codes:

● In-game narrative / structure: Game context

Content:

the road in a thunderstorm and the p

# icon 63 Flashgames\_febj5o.txt

Content:

Title: is kongregate secure?

Body: i let the website access flash, my laptop became noticeably slower in startup

Subreddit: Flashgames

Upvotes: 3.0, Comments: 5.0

URL: https://www.reddit.com/r/FlashGames/comments/febj5o/is\_kongregate\_secure/

2 Quotations:

## icon 63:1 ¶ 1 in Flashgames\_febj5o.txt

Codes:

● Game metadata: Website / location

Content:

kongregate

## icon 63:2 ¶ 1 in Flashgames\_febj5o.txt

Codes:

● Purpose of post: Support

Content:

Title: is kongregate secure?

# icon 64 Flashgames\_fjzdjo.txt

Content:

Title: Inversia is an extremely underrated game

Body: I love the games aesthetic, colors, the trippy music, and the enemies. Yellowman's a great antagonist lol. It's pretty damn challenging too, takes like an hour and a half to beat the whole thing. I remember being really impressed with it a few years ago and I just found it again today.

Subreddit: Flashgames

Upvotes: 3.0, Comments: 0.0

URL: https://www.reddit.com/r/FlashGames/comments/fjzdjo/inversia\_is\_an\_extremely\_underrated\_game/

6 Quotations:

## icon 64:1 ¶ 1 in Flashgames\_fjzdjo.txt

Codes:

● Game metadata: Title

Content:

Inversia i

## icon 64:2 ¶ 1 in Flashgames\_fjzdjo.txt

Codes:

● Purpose of post: Showcase

Content:

Title: Inversia is an extremely underrated game

## icon 64:3 ¶ 3 in Flashgames\_fjzdjo.txt

Codes:

● Design: Graphics style

Content:

aesthetic, colors, t

## icon 64:4 ¶ 3 in Flashgames\_fjzdjo.txt

Codes:

● Design: Reference to sound design

Content:

the trippy music,

## icon 64:5 ¶ 3 in Flashgames\_fjzdjo.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

Yellowman's

## icon 64:6 ¶ 3 in Flashgames\_fjzdjo.txt

Codes:

● Game metadata: Game difficulty

Content:

It's pretty damn challenging too,

# icon 65 Flashgames\_fnm9ky.txt

Content:

Title: I'm making The Line Game on DS!

Body: nan

Subreddit: Flashgames

Upvotes: 7.0, Comments: 0.0

URL: https://i.redd.it/ae4ep06m2go41.png

1 Quotations:

## icon 65:1 ¶ 1 in Flashgames\_fnm9ky.txt

Codes:

● Purpose of post: Not relevant / broken post

Content:

Title: I'm making The Line Game on DS!

# icon 66 Flashgames\_fnw7pt.txt

Content:

Title: Can you download facebook games and set up your own server, like a Retro Habbo Hotel?

Body: I can't really find a fitting place to ask, but could you in theory set up a offline server of a facebook game? I'm thinking of the game Ninja Saga

Subreddit: Flashgames

Upvotes: 5.0, Comments: 4.0

URL: https://www.reddit.com/r/FlashGames/comments/fnw7pt/can\_you\_download\_facebook\_games\_and\_set\_up\_your/

1 Quotations:

## icon 66:2 ¶ 3 in Flashgames\_fnw7pt.txt

Codes:

● Purpose of post: Not relevant / broken post

Content:

Body: I can't really find a fitting place to ask, but could you in theory set up a offline server of a facebook game? I'm thinking of the game Ninja Saga

# icon 67 Flashgames\_ft3qe0.txt

Content:

Title: Settlers of Catan solo play

Body: Im about to start playing the board game with friends and want to play against AI to warm back up. I thought there would be a few knock off flash games, but I havent found anything that doesnt require days to wait out registration or is completely closed. Theres gotta be something!

Subreddit: Flashgames

Upvotes: 6.0, Comments: 1.0

URL: https://www.reddit.com/r/FlashGames/comments/ft3qe0/settlers\_of\_catan\_solo\_play/

1 Quotations:

## icon 67:1 ¶ 1 – 3 in Flashgames\_ft3qe0.txt

Codes:

● Purpose of post: Not relevant / broken post

Content:

Title: Settlers of Catan solo play

Body: Im about to start playing the board game with friends and want to play against AI to warm back up. I thought there would be a few knock off flash games, but I havent found anything that doesnt require days to wait out registration or is completely closed. Theres gotta be something!

# icon 68 Flashgames\_gc50pm.txt

Content:

Title: "I'm looking for..." Megathread - 2020-05

Body: New month, new megathread. \*\*If you're looking for something, don't make a post, make a comment here!\*\* An individual post will just end up being removed.

There are a LOT of people looking for old partially-remembered Flash games these days. You can try grabbing [BlueMaxima's Flashpoint](https://old.reddit.com/r/FlashGames/comments/fon7a8/bluemaximas\_flashpoint\_meta/) and seeing if it's already in there. And you can try asking here too. If you ARE going to ask here, \_probably take a look at the [pinned /r/TipOfMyJoystick post](https://old.reddit.com/r/tipofmyjoystick/comments/64i787/psa\_a\_guide\_to\_better\_results/)\_ about how they want people to ask. \*\*They have a good template,\*\* and have been doing this for a long time. (If you ask there as well as here, and somebody there gives you the answer, please come back and share it. Someone might find your comment while searching for the same game!)

Anything else that might help? I'm open to suggestions. Top-level comments with categories? Would that help or hinder?

Also check out the [previous megathread](https://old.reddit.com/r/FlashGames/comments/fon8p5/find\_a\_game\_megathread\_7/), there are still un-found games there. (If you're still looking, feel free to leave another comment in this thread)

Subreddit: Flashgames

Upvotes: 19.0, Comments: 140.0

URL: https://www.reddit.com/r/FlashGames/comments/gc50pm/im\_looking\_for\_megathread\_202005/

1 Quotations:

## icon 68:2 ¶ 1 in Flashgames\_gc50pm.txt

Codes:

● Purpose of post: Not relevant / broken post

Content:

Title: "I'm looking for..." Megathread - 2020-05

# icon 69 Flashgames\_glbiin.txt

Content:

Title: Anyone know where I can play Jelly Jumper?

Body: nan

Subreddit: Flashgames

Upvotes: 15.0, Comments: 5.0

URL: https://i.redd.it/f8fuy3ss5az41.png

2 Quotations:

## icon 69:1 ¶ 1 in Flashgames\_glbiin.txt

Codes:

● Game metadata: Title

Content:

Jelly Jumper?

## icon 69:2 ¶ 1 in Flashgames\_glbiin.txt

Codes:

● Purpose of post: Game search

Content:

nyone know where I can play Jelly Jumper?

# icon 70 Flashgames\_gwm08m.txt

Content:

Title: A small talk at the back of beyond by scriptwelder

Body: nan

Subreddit: Flashgames

Upvotes: 17.0, Comments: 1.0

URL: https://scriptwelder.itch.io/a-small-talk

1 Quotations:

## icon 70:1 ¶ 1 – 3 in Flashgames\_gwm08m.txt

Codes:

● Purpose of post: Not relevant / broken post

Content:

Title: A small talk at the back of beyond by scriptwelder

Body: nan

# icon 71 Flashgames\_hpsl8t.txt

Content:

Title: My flash collletion

Body: nan

Subreddit: Flashgames

Upvotes: 11.0, Comments: 2.0

URL: https://github.com/tsukisuperior/flash-games

2 Quotations:

## icon 71:1 ¶ 1 in Flashgames\_hpsl8t.txt

Codes:

● Purpose of post: Showcase

Content:

My flash collletion

## icon 71:2 ¶ 7 in Flashgames\_hpsl8t.txt

Codes:

● Game metadata: Website / location

Content:

https://github.com/tsukisuperior/flash-games

# icon 72 Flashgames\_ik5cdc.txt

Content:

Title: Try out my new Game 🔥❤️ Save the CUBE from the angry Eagles 🦅 Shoot, Jump, Hide and Fight 😎

Body: nan

Subreddit: Flashgames

Upvotes: 6.0, Comments: 0.0

URL: https://tg-game.itch.io/cuby?secret=AVOIFSdrPEASWNazI6iMAFa9tZA

2 Quotations:

## icon 72:1 ¶ 1 in Flashgames\_ik5cdc.txt

Codes:

● Purpose of post: Showcase

Content:

Try out my new Game 🔥❤️ Save the CUBE from the angry Eagles 🦅 Shoot, Jump, Hide and Fight 😎

## icon 72:2 ¶ 7 in Flashgames\_ik5cdc.txt

Codes:

● Game metadata: Website / location

Content:

https://tg-game.itch.io/cuby?secret=AVOIFSdrPEASWNazI6iMAFa9tZA

# icon 73 Flashgames\_iq6wp6.txt

Content:

Title: Can delleting the auto update fiture on Google Chrome let me play flash games after 2020?

Body: [removed]

[View Poll](https://www.reddit.com/poll/iq6wp6)

Subreddit: Flashgames

Upvotes: 3.0, Comments: 11.0

URL: https://www.reddit.com/r/FlashGames/comments/iq6wp6/can\_delleting\_the\_auto\_update\_fiture\_on\_google/

2 Quotations:

## icon 73:1 ¶ 1 in Flashgames\_iq6wp6.txt

Codes:

● Purpose of post: Support

Content:

Can delleting the auto update fiture on Google Chrome let me play flash games after 2020?

## icon 73:2 ¶ 1 in Flashgames\_iq6wp6.txt

Codes:

● Experience and preservation: Worry when flash is gone

Content:

Can delleting the auto update fiture on Google Chrome let me play flash games after 2020?

# icon 74 Flashgames\_jruzdr.txt

Content:

Title: Hey so the ninja kiwi site put a bunch of their games up for FREE on steam on an archive, it has the SAS Zombie Series and Bloons 1-5. check it out:

Body: nan

Subreddit: Flashgames

Upvotes: 44.0, Comments: 4.0

URL: https://store.steampowered.com/app/1275350/Ninja\_Kiwi\_Archive/

4 Quotations:

## icon 74:1 ¶ 1 in Flashgames\_jruzdr.txt

Codes:

● Game metadata: Part of game series  ● Game metadata: Title

Content:

SAS Zombie Series and Bloons 1-5.

## icon 74:2 ¶ 1 in Flashgames\_jruzdr.txt

Codes:

● Game metadata: Website / location

Content:

n steam on an archive,

## icon 74:3 ¶ 1 in Flashgames\_jruzdr.txt

Codes:

● Game metadata: Website / location

Content:

ninja kiwi site

## icon 74:4 ¶ 1 in Flashgames\_jruzdr.txt

Codes:

● Purpose of post: Showcase

Content:

Title: Hey so the ninja kiwi site put a bunch of their games up for FREE on steam on an archive, it has the SAS Zombie Series and Bloons 1-5. check it out:

# icon 75 Flashgames\_kbq539.txt

Content:

Title: 2D Angry birds inspired game where you destroy structures with an axe. Any clues of its name?

Body: nan

Subreddit: Flashgames

Upvotes: 5.0, Comments: 0.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/k55zhr/flash\_2000s2010s\_2d\_angry\_birds\_inspired\_game/

4 Quotations:

## icon 75:1 ¶ 1 in Flashgames\_kbq539.txt

Codes:

● Purpose of post: Game search

Content:

2D Angry birds inspired game where you destroy structures with an axe. Any clues of its name?

## icon 75:2 ¶ 1 in Flashgames\_kbq539.txt

Codes:

● Design: Graphics style

Content:

2D

## icon 75:3 ¶ 1 in Flashgames\_kbq539.txt

Codes:

● In-game narrative / structure: Similarity to other title

Content:

Angry birds inspired game

## icon 75:4 ¶ 1 in Flashgames\_kbq539.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

you destroy structures with an axe.

# icon 76 Flashgames\_kcx8b4.txt

Content:

Title: Is anybody able to play Commando 2 or do you get a blank white screen like me?

Body: nan

Subreddit: Flashgames

Upvotes: 15.0, Comments: 4.0

URL: https://www.miniclip.com/games/commando-2/en/

3 Quotations:

## icon 76:1 ¶ 1 in Flashgames\_kcx8b4.txt

Codes:

● Game metadata: Title

Content:

Commando 2

## icon 76:2 ¶ 1 in Flashgames\_kcx8b4.txt

Codes:

● Purpose of post: Support  ● Usability barriers: Technical / performance issue with game

Content:

Is anybody able to play Commando 2 or do you get a blank white screen like me?

## icon 76:3 ¶ 7 in Flashgames\_kcx8b4.txt

Codes:

● Game metadata: Website / location

Content:

https://www.miniclip.com/games/commando-2/en/

# icon 77 Flashgames\_kw4gv3.txt

Content:

Title: Browser Flash is now completely dead. Flash websites are either closing, going dormant, or trying to evolve. Previous versions of flash have been erased, and the new version will just redirect you to an Adobe support page. Windows will soon clear Flash entirely in a future update. This is the end.

Body: nan

Subreddit: Flashgames

Upvotes: 92.0, Comments: 27.0

URL: https://www.rockpapershotgun.com/2021/01/12/flash-player-will-no-longer-play-flash/

3 Quotations:

## icon 77:1 ¶ 1 in Flashgames\_kw4gv3.txt

Codes:

● Experience and preservation: Worry when flash is gone

Content:

Browser Flash is now completely dead.

## icon 77:2 ¶ 1 in Flashgames\_kw4gv3.txt

Codes:

● Experience and preservation: Worry when flash is gone

Content:

. Previous versions of flash have been erased, and the new version will just redirect you to an Adobe support page. Windows will soon clear Flash entirely in a future update. This is the end.

## icon 77:3 ¶ 1 in Flashgames\_kw4gv3.txt

Codes:

● Purpose of post: Discussion

Content:

Title: Browser Flash is now completely dead. Flash websites are either closing, going dormant, or trying to evolve. Previous versions of flash have been erased, and the new version will just redirect you to an Adobe support page. Windows will soon clear Flash entirely in a future update. This is the end.

# icon 78 Flashgames\_m07g7o.txt

Content:

Title: Balls Rotate

Body: nan

Subreddit: Flashgames

Upvotes: 3.0, Comments: 0.0

URL: http://flashgameshero.com/2019/12/08/balls-rotate/

1 Quotations:

## icon 78:1 ¶ 1 in Flashgames\_m07g7o.txt

Codes:

● Game metadata: Title  ● Purpose of post: Showcase

Content:

Balls Rotate

# icon 79 Flashgames\_m070yk.txt

Content:

Title: Wild Wolves

Body: nan

Subreddit: Flashgames

Upvotes: 4.0, Comments: 0.0

URL: http://flashgameshero.com/2019/12/08/wild-wolves/

2 Quotations:

## icon 79:1 ¶ 1 in Flashgames\_m070yk.txt

Codes:

● Game metadata: Title

Content:

Wild Wolves

## icon 79:2 ¶ 1 – 3 in Flashgames\_m070yk.txt

Codes:

● Purpose of post: Showcase

Content:

Title: Wild Wolves

Body: nan

# icon 80 Flashgames\_mtuddv.txt

Content:

Title: Plazma Burst from Xgen Studios, Space Game

Body: nan

Subreddit: Flashgames

Upvotes: 5.0, Comments: 1.0

URL: http://www.xgenstudios.com/game.php?keyword=plazma-burst

4 Quotations:

## icon 80:1 ¶ 1 in Flashgames\_mtuddv.txt

Codes:

● Game metadata: Title

Content:

Plazma Burst

## icon 80:2 ¶ 1 in Flashgames\_mtuddv.txt

Codes:

● Game metadata: Website / location

Content:

t from Xgen Studios

## icon 80:3 ¶ 1 in Flashgames\_mtuddv.txt

Codes:

● Game metadata: Game genre

Content:

Space Game

## icon 80:4 ¶ 1 in Flashgames\_mtuddv.txt

Codes:

● Purpose of post: Showcase

Content:

Plazma Burst from Xgen Studios, Space Game

# icon 81 Flashgames\_n91ovj.txt

Content:

Title: Scrape and Guess - Really awesome brain game

Body: nan

Subreddit: Flashgames

Upvotes: 6.0, Comments: 0.0

URL: https://www.happykidgames.com/game/scrape-and-guess

3 Quotations:

## icon 81:1 ¶ 1 in Flashgames\_n91ovj.txt

Codes:

● Game metadata: Title

Content:

Scrape and Guess -

## icon 81:2 ¶ 1 in Flashgames\_n91ovj.txt

Codes:

● Purpose of post: Showcase

Content:

Title: Scrape and Guess - Really awesome brain game

## icon 81:3 ¶ 1 in Flashgames\_n91ovj.txt

Codes:

● Game metadata: Game genre

Content:

Really awesome brain game

# icon 82 Flashgames\_nhyi7a.txt

Content:

Title: BLOB TANK WARS

Body: nan

Subreddit: Flashgames

Upvotes: 9.0, Comments: 0.0

URL: https://www.happykidgames.com/game/blob-tank-wars

2 Quotations:

## icon 82:1 ¶ 1 in Flashgames\_nhyi7a.txt

Codes:

● Game metadata: Title

Content:

BLOB TANK WARS

## icon 82:2 ¶ 7 in Flashgames\_nhyi7a.txt

Codes:

● Purpose of post: Showcase

Content:

https://www.happykidgames.com/game/blob-tank-wars

# icon 83 Flashgames\_nqnid4.txt

Content:

Title: Friday Night Funkin’ Online

Body: nan

Subreddit: Flashgames

Upvotes: 7.0, Comments: 0.0

URL: https://www.happykidgames.com/game/friday-night-funkin

2 Quotations:

## icon 83:1 ¶ 1 in Flashgames\_nqnid4.txt

Codes:

● Purpose of post: Showcase

Content:

Title: Friday Night Funkin’ Online

## icon 83:2 ¶ 1 in Flashgames\_nqnid4.txt

Codes:

● Game metadata: Title

Content:

Friday Night Funkin’ Online

# icon 84 Flashgames\_nuc56e.txt

Content:

Title: Guess Who Multiplayer game.

Body: nan

Subreddit: Flashgames

Upvotes: 5.0, Comments: 0.0

URL: https://www.happykidgames.com/game/guess-who-multiplayer

1 Quotations:

## icon 84:1 ¶ 1 in Flashgames\_nuc56e.txt

Codes:

● Game metadata: Title  ● Purpose of post: Showcase

Content:

Guess Who Multiplayer game.

# icon 85 Flashgames\_obthw6.txt

Content:

Title: "I'm looking for..." Megathread - 2021-07

Body: New mid-year, new megathread. \*\*If you're looking for something, don't make a post, make a comment here!\*\* An individual post will just end up being removed.

There are a LOT of people looking for old partially-remembered Flash games these days. You can check the [Save Flash](https://old.reddit.com/r/FlashGames/comments/obtg93/save\_flash\_meta/) post to see if it's in one of the archives. And you can try asking here too. If you ARE going to ask here, \_probably take a look at the [pinned /r/TipOfMyJoystick post](https://old.reddit.com/r/tipofmyjoystick/comments/64i787/psa\_a\_guide\_to\_better\_results/)\_ about how they want people to ask. \*\*They have a good template,\*\* and have been doing this for a long time. (If you ask there as well as here, and somebody there gives you the answer, please come back and share it. Someone might find your comment while searching for the same game!)

Anything else that might help? I'm open to suggestions. Top-level comments with categories? Would that help or hinder?

Also check out the [previous megathread](https://old.reddit.com/r/FlashGames/comments/kvai7i/im\_looking\_for\_megathread\_202101/), there are still un-found games there. (If you're still looking, feel free to leave another comment in this thread)

\*\*EDIT: Be aware that some links (armorgames, for example) will trigger Reddit's automatic potential-spam removal!\*\* So, if you include a link, there's a chance that nobody will see your comment. I recommend leaving links in a \_reply\_ to your own comment, in case they are removed.

Subreddit: Flashgames

Upvotes: 37.0, Comments: 298.0

URL: https://www.reddit.com/r/FlashGames/comments/obthw6/im\_looking\_for\_megathread\_202107/

1 Quotations:

## icon 85:1 ¶ 1 in Flashgames\_obthw6.txt

Codes:

● Purpose of post: Not relevant / broken post

Content:

"I'm looking for..." Megathread - 2021-07

# icon 86 Flashgames\_ormey3.txt

Content:

Title: Sploop.Io Free Online Game

Body: nan

Subreddit: Flashgames

Upvotes: 4.0, Comments: 0.0

URL: https://www.gogy.com/games/sploop-io

3 Quotations:

## icon 86:1 ¶ 1 in Flashgames\_ormey3.txt

Codes:

● Purpose of post: Showcase

Content:

Sploop.Io Free Online Game

## icon 86:2 ¶ 1 in Flashgames\_ormey3.txt

Codes:

● Game metadata: Title

Content:

Sploop.Io

## icon 86:3 ¶ 7 in Flashgames\_ormey3.txt

Codes:

● Game metadata: Website / location

Content:

https://www.gogy.com/games/sploop-io

# icon 87 Flashgames\_r8moly.txt

Content:

Title: Fireboy and Watergirl 6: Fairy Tales

Body: nan

Subreddit: Flashgames

Upvotes: 16.0, Comments: 1.0

URL: https://www.gogy.com/games/fireboy-and-watergirl-6-fairy-tales

2 Quotations:

## icon 87:1 ¶ 1 in Flashgames\_r8moly.txt

Codes:

● Game metadata: Part of game series  ● Game metadata: Title  ● Purpose of post: Showcase

Content:

Fireboy and Watergirl 6: Fairy Tales

## icon 87:2 ¶ 7 in Flashgames\_r8moly.txt

Codes:

● Game metadata: Website / location

Content:

https://www.gogy.com/games/fireboy-and-watergirl-6-fairy-tales

# icon 88 Flashgames\_t5x4e1.txt

Content:

Title: Pixel Shooter - Play Free Online at GoGy Games

Body: nan

Subreddit: Flashgames

Upvotes: 3.0, Comments: 0.0

URL: https://www.gogy.com/games/pixel-shooter

3 Quotations:

## icon 88:1 ¶ 1 in Flashgames\_t5x4e1.txt

Codes:

● Game metadata: Title

Content:

Pixel Shooter

## icon 88:2 ¶ 1 in Flashgames\_t5x4e1.txt

Codes:

● Game metadata: Website / location

Content:

at GoGy Games

## icon 88:3 ¶ 1 in Flashgames\_t5x4e1.txt

Codes:

● Purpose of post: Showcase

Content:

Title: Pixel Shooter - Play Free Online at GoGy Games

# icon 89 Flashgames\_t85p4t.txt

Content:

Title: Fireboy and Watergirl 6: Fairy Tales

Body: nan

Subreddit: Flashgames

Upvotes: 9.0, Comments: 0.0

URL: https://www.gogy.com/games/fireboy-and-watergirl-6-fairy-tales

1 Quotations:

## icon 89:1 ¶ 1 in Flashgames\_t85p4t.txt

Codes:

● Game metadata: Part of game series  ● Game metadata: Title  ● Purpose of post: Showcase

Content:

Fireboy and Watergirl 6: Fairy Tales

# icon 90 Flashgames\_tb0qbb.txt

Content:

Title: BlockTanks.io - Play Free Online at GoGy Games

Body: nan

Subreddit: Flashgames

Upvotes: 4.0, Comments: 0.0

URL: https://www.gogy.com/games/blocktanks-io

3 Quotations:

## icon 90:1 ¶ 1 in Flashgames\_tb0qbb.txt

Codes:

● Game metadata: Title

Content:

BlockTanks.io

## icon 90:2 ¶ 1 in Flashgames\_tb0qbb.txt

Codes:

● Game metadata: Website / location

Content:

GoGy Games

## icon 90:3 ¶ 1 in Flashgames\_tb0qbb.txt

Codes:

● Purpose of post: Showcase

Content:

Title: BlockTanks.io - Play Free Online at GoGy Games

# icon 91 Flashgames\_ucqwjj.txt

Content:

Title: I took a request to get the Flash game known as The Clocktower. Here's the .swf for those who want it.

Body: nan

Subreddit: Flashgames

Upvotes: 5.0, Comments: 1.0

URL: https://cdn.discordapp.com/attachments/823247673464848504/968669070482362398/The\_Clocktower.swf

2 Quotations:

## icon 91:1 ¶ 1 in Flashgames\_ucqwjj.txt

Codes:

● Game metadata: Title

Content:

The Clocktowe

## icon 91:3 ¶ 1 in Flashgames\_ucqwjj.txt

Codes:

● Purpose of post: Showcase

Content:

I took a request to get the Flash game known as The Clocktower. Here's the .swf for those who want it.

# icon 92 Flashgames\_v4hcp6.txt

Content:

Title: I couldn't figure this one out, but if anyone would like to give it a try, I was requested to try to unsitelock an older version of Bloons Tower Defense 5

Body: nan

Subreddit: Flashgames

Upvotes: 9.0, Comments: 4.0

URL: https://ugc.starfiles.co/file/2f660c2b247b/btd5Unpacked-swf

2 Quotations:

## icon 92:1 ¶ 1 in Flashgames\_v4hcp6.txt

Codes:

● Game metadata: Part of game series  ● Game metadata: Title

Content:

Bloons Tower Defense 5

## icon 92:2 ¶ 1 in Flashgames\_v4hcp6.txt

Codes:

● Purpose of post: Support  ● Usability barriers: Technical / performance issue with game

Content:

, but if anyone would like to give it a try, I was requested to try to unsitelock an older version

# icon 93 Flashgames\_va5zat.txt

Content:

Title: Lost in Hell TRAILER

Body: nan

Subreddit: Flashgames

Upvotes: 8.0, Comments: 1.0

URL: https://www.newgrounds.com/portal/view/846414

3 Quotations:

## icon 93:1 ¶ 1 in Flashgames\_va5zat.txt

Codes:

● Purpose of post: Showcase

Content:

Title: Lost in Hell TRAILER

## icon 93:2 ¶ 1 in Flashgames\_va5zat.txt

Codes:

● Game metadata: Title

Content:

Lost in Hell

## icon 93:3 ¶ 7 in Flashgames\_va5zat.txt

Codes:

● Game metadata: Website / location

Content:

: https://www.newgrounds.com/portal/view/846414

# icon 94 Flashgames\_vpoqu7.txt

Content:

Title: Hello all, sorry if i am not supposed to ask like this/ here, but can i get some help remembering an old flash game that i used to play, it was a side scroller zombie game, where you could set up a tent at the far left and the far right had a stone wall of sorts, (sorry again for wrong format/place)

Body: nan

Subreddit: Flashgames

Upvotes: 8.0, Comments: 1.0

URL: https://ibb.co/FYVN9rK

4 Quotations:

## icon 94:1 ¶ 1 in Flashgames\_vpoqu7.txt

Codes:

● Purpose of post: Game search

Content:

, but can i get some help remembering an old flash game that i used to play

## icon 94:2 ¶ 1 in Flashgames\_vpoqu7.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

side scroller

## icon 94:3 ¶ 1 in Flashgames\_vpoqu7.txt

Codes:

● Game metadata: Game theme

Content:

zombie

## icon 94:4 ¶ 1 in Flashgames\_vpoqu7.txt

Codes:

● In-game narrative / structure: Game context  ● In-game narrative / structure: Scene description

Content:

where you could set up a tent at the far left and the far right had a stone wall of sorts,

# icon 95 Flashgames\_wazfch.txt

Content:

Title: Age of War 2 on FlashStorage.games. Can be played without Flash via AVM2.

Body: nan

Subreddit: Flashgames

Upvotes: 6.0, Comments: 9.0

URL: https://flashstorage.games/age-of-war-2.html

4 Quotations:

## icon 95:2 ¶ 1 in Flashgames\_wazfch.txt

Codes:

● Game metadata: Title

Content:

Age of War 2

## icon 95:3 ¶ 1 in Flashgames\_wazfch.txt

Codes:

● Game metadata: Website / location

Content:

FlashStorage.games.

## icon 95:4 ¶ 1 in Flashgames\_wazfch.txt

Codes:

● Purpose of post: Showcase

Content:

Age of War 2 on FlashStorage.games. Can be played without Flash via AVM2.

## icon 95:5 ¶ 7 in Flashgames\_wazfch.txt

Codes:

● Game metadata: Website / location

Content:

https://flashstorage.games/age-of-war-2.html

# icon 96 Flashgames\_wshbva.txt

Content:

Title: Go! Golfing! Go! - Retro inspired golf game

Body: nan

Subreddit: Flashgames

Upvotes: 3.0, Comments: 0.0

URL: https://shinseyy.itch.io/go-golfing-go

3 Quotations:

## icon 96:1 ¶ 1 in Flashgames\_wshbva.txt

Codes:

● Purpose of post: Showcase

Content:

Go! Golfing! Go! - Retro inspired golf game

## icon 96:2 ¶ 1 in Flashgames\_wshbva.txt

Codes:

● Game metadata: Title

Content:

Go! Golfing! Go!

## icon 96:3 ¶ 7 in Flashgames\_wshbva.txt

Codes:

● Game metadata: Website / location

Content:

https://shinseyy.itch.io/go-golfing-go

# icon 97 Flashgames\_z1hfvl.txt

Content:

Title: Remixed one of my favorite flash games (Cat with Bow Golf) to add momentum/swinging, try the demo in your browser! (info in comments)

Body: nan

Subreddit: Flashgames

Upvotes: 5.0, Comments: 2.0

URL: https://base-thomas.itch.io/ultra-bow-golf-demo

3 Quotations:

## icon 97:1 ¶ 1 in Flashgames\_z1hfvl.txt

Codes:

● Purpose of post: Showcase

Content:

Title: Remixed one of my favorite flash games (Cat with Bow Golf) to add momentum/swinging, try the demo in your browser! (info in comments)

## icon 97:2 ¶ 1 in Flashgames\_z1hfvl.txt

Codes:

● In-game narrative / structure: Similarity to other title

Content:

Cat with Bow Golf)

## icon 97:3 ¶ 7 in Flashgames\_z1hfvl.txt

Codes:

● Game metadata: Website / location

Content:

https://base-thomas.itch.io/ultra-bow-golf-demo

# icon 98 Flashgames\_z7if0t.txt

Content:

Title: Woobies Flash Games - Play Online 2022, 2023 (Best)

Body: nan

Subreddit: Flashgames

Upvotes: 4.0, Comments: 1.0

URL: https://flashstorage.games/woobies.html

3 Quotations:

## icon 98:1 ¶ 1 in Flashgames\_z7if0t.txt

Codes:

● Game metadata: Part of game series  ● Purpose of post: Showcase

Content:

Woobies Flash Games - Play Online 2022, 2023 (Best)

## icon 98:2 ¶ 1 in Flashgames\_z7if0t.txt

Codes:

● Game metadata: Title

Content:

Woobies

## icon 98:3 ¶ 7 in Flashgames\_z7if0t.txt

Codes:

● Game metadata: Website / location

Content:

https://flashstorage.games/woobies.html

# icon 99 Flashgames\_z31bsc.txt

Content:

Title: Im making a flash game website (because there is barely any still alive today)

Body: nan

Subreddit: Flashgames

Upvotes: 22.0, Comments: 18.0

URL: http://caidn.github.io

3 Quotations:

## icon 99:1 ¶ 1 in Flashgames\_z31bsc.txt

Codes:

● Purpose of post: Showcase

Content:

Im making a flash game website (because there is barely any still alive today)

## icon 99:2 ¶ 1 in Flashgames\_z31bsc.txt

Codes:

● Experience and preservation: Worry when flash is gone

Content:

because there is barely any still alive today)

## icon 99:3 ¶ 7 in Flashgames\_z31bsc.txt

Codes:

● Game metadata: Website / location

Content:

http://caidn.github.io

# icon 100 Flashgames\_zmtp1l.txt

Content:

Title: Super Brawl Showdown! is out now! Play a remastered version of the classic Nickelodeon fighting game!

Body: nan

Subreddit: Flashgames

Upvotes: 4.0, Comments: 0.0

URL: https://grrlware.itch.io/super-brawl-showdown

4 Quotations:

## icon 100:1 ¶ 1 in Flashgames\_zmtp1l.txt

Codes:

● Purpose of post: Showcase

Content:

Super Brawl Showdown! is out now! Play a remastered version of the classic Nickelodeon fighting game!

## icon 100:2 ¶ 1 in Flashgames\_zmtp1l.txt

Codes:

● Game metadata: Title

Content:

Super Brawl Showdown!

## icon 100:3 ¶ 1 in Flashgames\_zmtp1l.txt

Codes:

● Game metadata: Official publisher or Intellectual property

Content:

Nickelodeon

## icon 100:4 ¶ 1 in Flashgames\_zmtp1l.txt

Codes:

● Game metadata: Game genre

Content:

fighting game!

# icon 101 FlashPointArchive\_1b5vvwh.txt

Content:

Title: Game won't load

Body: Sometimes Adobe games won't load,only a white screen appears.

Also,the random tab games on the main screen tend to not open while if I search them they do.

Any help?

Subreddit: FlashPointArchive

Upvotes: 3.0, Comments: 1.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/1b5vvwh/game\_wont\_load/

1 Quotations:

## icon 101:1 ¶ 1 in FlashPointArchive\_1b5vvwh.txt

Codes:

● Purpose of post: Support  ● Usability barriers: Technical / performance issue with game

Content:

Title: Game won't load

# icon 102 FlashPointArchive\_1bhuk41.txt

Content:

Title: How to cheat game in Flashpoint?

Body: hmm, i don't know how do i cheat game in flashpoint?

Subreddit: FlashPointArchive

Upvotes: 3.0, Comments: 5.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/1bhuk41/how\_to\_cheat\_game\_in\_flashpoint/

1 Quotations:

## icon 102:2 ¶ 3 in FlashPointArchive\_1bhuk41.txt

Codes:

● Purpose of post: Not relevant / broken post

Content:

heat game in flashpoint?

# icon 103 FlashPointArchive\_1bra3aq.txt

Content:

Title: proxy server is refusing connections

Body: so i’m using flashpoint on windows. i just updated all components to get rid of a persistent red “software updates” notification on the main menu, and since doing so, i’m getting an error message saying “proxy server is refusing connections” whenever i try to load a game. there are no missing files or components according to a check i ran with the flashpoint manager. can anyone help?

edit: in case anyone finds this post because they’re having the same problem, uninstalling and reinstalling flashpoint was the only thing i found that worked. thankfully, it kept all of my game data!

Subreddit: FlashPointArchive

Upvotes: 4.0, Comments: 4.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/1bra3aq/proxy\_server\_is\_refusing\_connections/

2 Quotations:

## icon 103:1 ¶ 1 in FlashPointArchive\_1bra3aq.txt

Codes:

● Purpose of post: Support

Content:

Title: proxy server is refusing connections

## icon 103:3 ¶ 3 in FlashPointArchive\_1bra3aq.txt

Codes:

● Usability barriers: Technical / performance issue with game

Content:

so, i’m getting an error message saying “proxy server is refusing connections”

# icon 104 FlashPointArchive\_1bryj9l.txt

Content:

Title: Right Sidebar not working?

Body: today i opened Flashpoint for the first time in a long while, updated it, and everything is working fine. . . except for the right sidebar. i’ve checked multiple times to make sure it’s not hidden, but nothing pops up whenever i right click on a game or animation. i’m on Windows 10, any help would be appreciated!

Subreddit: FlashPointArchive

Upvotes: 4.0, Comments: 3.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/1bryj9l/right\_sidebar\_not\_working/

3 Quotations:

## icon 104:1 ¶ 1 in FlashPointArchive\_1bryj9l.txt

Codes:

● Purpose of post: Support

Content:

Title: Right Sidebar not working?

## icon 104:2 ¶ 3 in FlashPointArchive\_1bryj9l.txt

Codes:

● Usability barriers: Technical / performance issue with game

Content:

today i opened Flashpoint for the first time in a long while, updated it, and everything is working fine. . . except for the right sidebar.

## icon 104:4 ¶ 3 in FlashPointArchive\_1bryj9l.txt

Codes:

● Usability barriers: Interaction barriers

Content:

. except for the right sidebar. i’ve checked multiple times to make sure it’s not hidden, but nothing pops up whenever i right click on a game or animation.

# icon 105 FlashPointArchive\_1bwabnl.txt

Content:

Title: Girlfriend lost all her progress in Poptropica AS, is there anyway to retrieve it or how to prevent?

Body: nan

Subreddit: FlashPointArchive

Upvotes: 3.0, Comments: 1.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/1bwabnl/girlfriend\_lost\_all\_her\_progress\_in\_poptropica\_as/

3 Quotations:

## icon 105:1 ¶ 1 in FlashPointArchive\_1bwabnl.txt

Codes:

● Purpose of post: Support

Content:

: Girlfriend lost all her progress in Poptropica AS, is there anyway to retrieve it or how to prevent?

## icon 105:2 ¶ 1 in FlashPointArchive\_1bwabnl.txt

Codes:

● In-game narrative / structure: Game progression  ● Usability barriers: Technical / performance issue with game

Content:

lost all her progress in Poptropica AS

## icon 105:3 ¶ 1 in FlashPointArchive\_1bwabnl.txt

Codes:

● Experience and preservation: Game preservation

Content:

all her progress

# icon 106 FlashPointArchive\_1c9xfc8.txt

Content:

Title: Ultimate won't open games. Won't even pop up the ui to hit play. Just installed. Anyone???

Body: nan

Subreddit: FlashPointArchive

Upvotes: 4.0, Comments: 0.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/1c9xfc8/ultimate\_wont\_open\_games\_wont\_even\_pop\_up\_the\_ui/

3 Quotations:

## icon 106:1 ¶ 1 in FlashPointArchive\_1c9xfc8.txt

Codes:

● Purpose of post: Support

Content:

Title: Ultimate won't open games. Won't even pop up the ui to hit play. Just installed. Anyone???

## icon 106:2 ¶ 1 in FlashPointArchive\_1c9xfc8.txt

Codes:

● Usability barriers: Technical / performance issue with game

Content:

Ultimate won't open games.

## icon 106:3 ¶ 1 in FlashPointArchive\_1c9xfc8.txt

Codes:

● Usability barriers: Interaction barriers

Content:

es. Won't even pop up the ui to hit play.

# icon 107 FlashPointArchive\_1c90vzi.txt

Content:

Title: Somehow a trojan virus sneaked its way to a file of my flashpoint app

Body: nan

Subreddit: FlashPointArchive

Upvotes: 4.0, Comments: 2.0

URL: https://i.redd.it/bhexuz7qbpvc1.png

2 Quotations:

## icon 107:1 ¶ 1 in FlashPointArchive\_1c90vzi.txt

Codes:

● Purpose of post: Support

Content:

Title: Somehow a trojan virus sneaked its way to a file of my flashpoint app

## icon 107:2 ¶ 1 in FlashPointArchive\_1c90vzi.txt

Codes:

● Experience and preservation: Game preservation

Content:

a trojan virus sneaked its way to a file of my flashpoint app

# icon 108 FlashPointArchive\_1ci538c.txt

Content:

Title: Rating system would be neat

Body: I know there's a rule against requests, but that seems to specifically be for game/animation requests, and it doesn't mention a proper channel for \*feature\* requests. Apologies if I'm still in the wrong here.

I haven't seen anybody talking about the idea of a rating system for games yet, which I think would be really helpful for finding good new (to you) games. A simple 5-star rating system with numbers showing how many people voted how high would be perfect. You could just sort by most popular or highest rating, or the opposite if you're looking for hidden gems.

Flashpoint already needs to connect to the internet to download games from the archive, so I don't think having a server to hold ratings info on would be an issue.

Subreddit: FlashPointArchive

Upvotes: 6.0, Comments: 3.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/1ci538c/rating\_system\_would\_be\_neat/

2 Quotations:

## icon 108:1 ¶ 1 in FlashPointArchive\_1ci538c.txt

Codes:

● Purpose of post: Support

Content:

Title: Rating system would be neat

## icon 108:2 ¶ 5 in FlashPointArchive\_1ci538c.txt

Codes:

● Requirements: Community feedback / rating

Content:

. A simple 5-star rating system with numbers showing how many people voted how high would be perfect.

# icon 109 FlashPointArchive\_1cvnp1f.txt

Content:

Title: New Project Trailer!

Body: nan

Subreddit: FlashPointArchive

Upvotes: 10.0, Comments: 0.0

URL: https://www.youtube.com/watch?v=0nIbn3vvvMc

1 Quotations:

## icon 109:1 ¶ 1 in FlashPointArchive\_1cvnp1f.txt

Codes:

● Purpose of post: Not relevant / broken post

Content:

Title: New Project Trailer!

# icon 110 FlashPointArchive\_1cvuvb3.txt

Content:

Title: What does this mean I have asked on discord but no one wants to help me out

Body: nan

Subreddit: FlashPointArchive

Upvotes: 9.0, Comments: 7.0

URL: https://i.redd.it/zyqdvvcdff1d1.jpeg

2 Quotations:

## icon 110:1 ¶ 1 in FlashPointArchive\_1cvuvb3.txt

Codes:

● Purpose of post: Support

Content:

Title: What does this mean I have asked on discord but no one wants to help me out

## icon 110:2 ¶ 1 in FlashPointArchive\_1cvuvb3.txt

Codes:

● Usability barriers: Interaction barriers

Content:

What does this mean I have asked on discord but no one wants to help me out

# icon 111 FlashPointArchive\_1d0kjt4.txt

Content:

Title: What changed in flashpoint infinity version 3188e02?

Body: nan

Subreddit: FlashPointArchive

Upvotes: 3.0, Comments: 0.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/1d0kjt4/what\_changed\_in\_flashpoint\_infinity\_version/

1 Quotations:

## icon 111:1 ¶ 1 in FlashPointArchive\_1d0kjt4.txt

Codes:

● Purpose of post: Support

Content:

Title: What changed in flashpoint infinity version 3188e02?

# icon 112 FlashPointArchive\_1d5fxhx.txt

Content:

Title: There are still some online games to convert to downloadability.

Body: Gatorade: Made for the moment, Power Of Procurement, LOSTBELT RUSH, Dart Master, Parkour Master, Lucky's Galactic Launch, Barbie: extra mazes, Barbie: you can be anything - matching, Barbie: You can be anything - spot the difference, Gamivo - rocket launch, Encanto Matching, 1 2 3 noel, Barbie Extra, Barbie Quiz, Barbie Scene Creator, Barbie Scene Creator 2, Bano Boom, Hedbanz Blast Off: Matching, Hot Wheels Color Reveal, Hot Wheels: track builder unlimited, Hot Wheels: ultimate garage, Ultimate Garage Quiz, Imagine Lotto Powerball: did they win?, la gallina josefina, Any of the other [boing.es](https://boing.es) promotional games, Evian: Live The Journey, filsdegraphiste, atelierthiery, catch & match, IKEA 25 anos, Leo Gardiner, swell gallery, Levon Aronian, inspiir, webby awards XXV

Please send this list to the flashpoint discord server so it can get fixed. Comment when it is done. Have a nice night/day :D

Subreddit: FlashPointArchive

Upvotes: 9.0, Comments: 1.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/1d5fxhx/there\_are\_still\_some\_online\_games\_to\_convert\_to/

1 Quotations:

## icon 112:1 ¶ 1 in FlashPointArchive\_1d5fxhx.txt

Codes:

● Experience and preservation: Game preservation  ● Purpose of post: Support

Content:

Title: There are still some online games to convert to downloadability.

# icon 113 FlashPointArchive\_1d7z3xz.txt

Content:

Title: What is flash support pack?

Body: Hey sorry this is my first time using flashpoint. Can someone explain in more detail what the flash support pack is that I need to download before playing a game? Thanks 🙏

Subreddit: FlashPointArchive

Upvotes: 4.0, Comments: 1.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/1d7z3xz/what\_is\_flash\_support\_pack/

3 Quotations:

## icon 113:1 ¶ 1 in FlashPointArchive\_1d7z3xz.txt

Codes:

● Purpose of post: Support

Content:

Title: What is flash support pack?

## icon 113:2 ¶ 3 in FlashPointArchive\_1d7z3xz.txt

Codes:

● Usability barriers: Interaction barriers

Content:

Can someone explain in more detail what the flash support pack is that I need to download before playing a game?

## icon 113:3 ¶ 3 in FlashPointArchive\_1d7z3xz.txt

Codes:

● Usability barriers: Access issues

Content:

he flash support pack is that I need to download before playing a game?

# icon 114 FlashPointArchive\_1d8e072.txt

Content:

Title: Error with Flashpoint on Mac

Body: Hi everyone,

I have recently added Flashpoint onto my Mac via downloading it through the Terminal commands, and while I am excited to revisit some nostalgic games from my past hopefully. However, when I try to launch the main game I want to revisit, an old Cartoon Network game from the mid-2000s, every time I click the play button the window launches and I get a light blue screen like the old launch page used to look like, but then it quickly disappears into a white screen. I have run a lot of the troubleshooting, but I am unsure what the larger issue may be.

Have any of you on Mac had an issue like this and what did you do to solve it?

Subreddit: FlashPointArchive

Upvotes: 5.0, Comments: 2.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/1d8e072/error\_with\_flashpoint\_on\_mac/

4 Quotations:

## icon 114:1 ¶ 1 in FlashPointArchive\_1d8e072.txt

Codes:

● Purpose of post: Support  ● Usability barriers: Technical / performance issue with game

Content:

Title: Error with Flashpoint on Mac

## icon 114:2 ¶ 1 in FlashPointArchive\_1d8e072.txt

Codes:

● Usability barriers: Platform compatibility issue

Content:

lashpoint on Mac

## icon 114:3 ¶ 5 in FlashPointArchive\_1d8e072.txt

Codes:

● Usability barriers: Access issues  ● Usability barriers: Technical / performance issue with game

Content:

However, when I try to launch the main game I want to revisit, an old Cartoon Network game from the mid-2000s, every time I click the play button the window launches and I get a light blue screen like the old launch page used to look like, but then it quickly disappears into a white screen.

## icon 114:4 ¶ 7 in FlashPointArchive\_1d8e072.txt

Codes:

● Usability barriers: Platform compatibility issue

Content:

Have any of you on Mac had an issue like this and what did you do to solve it?

# icon 115 FlashPointArchive\_1dghi96.txt

Content:

Title: is Flashpoint safe?

Body: i put it in virus total and i got this. Is it a false positive?

https://preview.redd.it/zqn4z61mhq6d1.png?width=1919&format=png&auto=webp&s=5e52948bfcf74d4b775879e618840e1d12f5d9d3

Subreddit: FlashPointArchive

Upvotes: 8.0, Comments: 8.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/1dghi96/is\_flashpoint\_safe/

1 Quotations:

## icon 115:1 ¶ 1 in FlashPointArchive\_1dghi96.txt

Codes:

● Purpose of post: Support  ● Usability barriers: Safety concerns

Content:

Title: is Flashpoint safe?

# icon 116 FlashPointArchive\_1dqv5td.txt

Content:

Title: What is the weirdest officially licensed game on flashpoint?

Body: nan

Subreddit: FlashPointArchive

Upvotes: 4.0, Comments: 1.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/1dqv5td/what\_is\_the\_weirdest\_officially\_licensed\_game\_on/

2 Quotations:

## icon 116:1 ¶ 1 in FlashPointArchive\_1dqv5td.txt

Codes:

● Experience and preservation: Game discovery  ● Purpose of post: Discussion

Content:

What is the weirdest officially licensed game on flashpoint?

## icon 116:2 ¶ 1 in FlashPointArchive\_1dqv5td.txt

Codes:

● Game metadata: Official publisher or Intellectual property

Content:

officially licensed game

# icon 117 FlashPointArchive\_1dtg797.txt

Content:

Title: Saving games

Body: Is there a way to save your progress or create a save state?

Subreddit: FlashPointArchive

Upvotes: 5.0, Comments: 1.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/1dtg797/saving\_games/

1 Quotations:

## icon 117:1 ¶ 1 – 3 in FlashPointArchive\_1dtg797.txt

Codes:

● Experience and preservation: Game preservation  ● In-game narrative / structure: Game progression  ● Purpose of post: Support

Content:

Title: Saving games

Body: Is there a way to save your progress or create a save state?

# icon 118 FlashPointArchive\_1e14ttv.txt

Content:

Title: Game Title?

Body: It was some tower defense game where you played on a grassy map and you had to defend using strange looking plants (it's not plants vs Zombies). Imagine it like Bloons but with weird plants instead of monkeys. I sadly don't have anymore info

Subreddit: FlashPointArchive

Upvotes: 3.0, Comments: 2.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/1e14ttv/game\_title/

5 Quotations:

## icon 118:1 ¶ 1 in FlashPointArchive\_1e14ttv.txt

Codes:

● Purpose of post: Game search

Content:

Title: Game Title?

## icon 118:2 ¶ 3 in FlashPointArchive\_1e14ttv.txt

Codes:

● In-game narrative / structure: Game mechanics  ● In-game narrative / structure: Game progression

Content:

It was some tower defense game where you played on a grassy map

## icon 118:3 ¶ 3 in FlashPointArchive\_1e14ttv.txt

Codes:

● Game metadata: Main charachter / other characters  ● In-game narrative / structure: Game context

Content:

d you had to defend using strange looking plants (it's not plants vs Zombies).

## icon 118:4 ¶ 3 in FlashPointArchive\_1e14ttv.txt

Codes:

● In-game narrative / structure: Similarity to other title

Content:

(it's not plants vs Zombies

## icon 118:5 ¶ 3 in FlashPointArchive\_1e14ttv.txt

Codes:

● In-game narrative / structure: Similarity to other title

Content:

Imagine it like Bloons but with weird plants instead of monkeys.

# icon 119 FlashPointArchive\_1egwp99.txt

Content:

Title: Need Help Uploading Game

Body: Hi guys, I started replaying some childhood games on Flashpoint, dress up games in particular, but one game is missing. I tried uploading it myself but I cannot, I need to have a Utilities folder in my Flashpoint folder in order to activate cURLsDownloader, but it's just missing somehow.

If someone could tell me what I could do or upload the game themselves, it would be really cool.

The game in question is Monster High Draculaura Scaris Style from [starsue.net](http://starsue.net) and the link from the wayback machine is [https://web.archive.org/web/20151115032145/http://www.starsue.net/game/Draculaura\\_Scaris\\_Style.html](https://web.archive.org/web/20151115032145/http://www.starsue.net/game/Draculaura\_Scaris\_Style.html)

Subreddit: FlashPointArchive

Upvotes: 6.0, Comments: 7.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/1egwp99/need\_help\_uploading\_game/

7 Quotations:

## icon 119:1 ¶ 1 in FlashPointArchive\_1egwp99.txt

Codes:

● Purpose of post: Support

Content:

Title: Need Help Uploading Game

## icon 119:2 ¶ 3 in FlashPointArchive\_1egwp99.txt

Codes:

● Experience and preservation: Game discovery  ● Experience and preservation: Nostalgia

Content:

Hi guys, I started replaying some childhood games on Flashpoint, dress up games in particular, but one game is missing.

## icon 119:3 ¶ 3 in FlashPointArchive\_1egwp99.txt

Codes:

● Usability barriers: Access issues

Content:

I tried uploading it myself but I cannot,

## icon 119:4 ¶ 3 in FlashPointArchive\_1egwp99.txt

Codes:

● Usability barriers: Technical / performance issue with tool

Content:

I need to have a Utilities folder in my Flashpoint folder in order to activate cURLsDownloader, but it's just missing somehow.

## icon 119:5 ¶ 7 in FlashPointArchive\_1egwp99.txt

Codes:

● Game metadata: Title

Content:

Monster High Draculaura Scaris Style

## icon 119:6 ¶ 7 in FlashPointArchive\_1egwp99.txt

Codes:

● Game metadata: Website / location

Content:

[starsue.net](http://starsue.net)

## icon 119:7 ¶ 7 in FlashPointArchive\_1egwp99.txt

Codes:

● Game metadata: Website / location

Content:

[https://web.archive.org/web/20151115032145/http://www.starsue.net/game/Draculaura\\_Scaris\\_Style.html](https://web.archive.org/web/20151115032145/http://www.starsue.net/game/Draculaura\_Scaris\_Style.html)

# icon 120 FlashPointArchive\_1fwkvez.txt

Content:

Title: Nostalgia's a hell of a drug, huh? Putting nostalgia aside, what was the best Flash game you ever played?

Body: Let's consider art, technical aspects, creativity... What would you consider the "best" you've ever played? I'd love to discuss this a bit.

Me first! My personal fav is [Castaway 2](https://castaway.fandom.com/wiki/Castaway\_2\_:\_Isle\_of\_the\_Titans).

Subreddit: FlashPointArchive

Upvotes: 10.0, Comments: 26.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/1fwkvez/nostalgias\_a\_hell\_of\_a\_drug\_huh\_putting\_nostalgia/

4 Quotations:

## icon 120:1 ¶ 1 in FlashPointArchive\_1fwkvez.txt

Codes:

● Experience and preservation: Nostalgia  ● Purpose of post: Discussion

Content:

Title: Nostalgia's a hell of a drug, huh? Putting nostalgia aside, what was the best Flash game you ever played?

## icon 120:2 ¶ 3 in FlashPointArchive\_1fwkvez.txt

Codes:

● Design: Graphics style

Content:

Let's consider art, technical aspects, creativity...

## icon 120:3 ¶ 3 in FlashPointArchive\_1fwkvez.txt

Content:

What would you consider the "best" you've ever played? I'd love to discuss this a bit.

## icon 120:4 ¶ 5 in FlashPointArchive\_1fwkvez.txt

Codes:

● Game metadata: Title

Content:

[Castaway 2](https://castaway.fandom.com/wiki/Castaway\_2\_:\_Isle\_of\_the\_Titans).

# icon 121 FlashPointArchive\_1fyhjd1.txt

Content:

Title: Most games "Archived", No option for download

Body: Hey guys! I've not used Flashpoint since Flashpoint 10 was the newest one, so a few things are new to me. A lot of games, particularly HTML5 games, dont seem to have a download option anymore. Instead, It simply says "Play Online", and where it would typically either say "Not Installed" or "Legacy", it says "Archived".

This is of course not ideal. Part of the reason I used Flashpoint is its ability to work offline. Is there something I'm missing, or is this just how Flashpoint works now?

\[Image Attached\]

https://preview.redd.it/uyp5v5wm7etd1.png?width=529&format=png&auto=webp&s=bee5961f875d9cc9633834bb37857a6e46c1041f

Subreddit: FlashPointArchive

Upvotes: 4.0, Comments: 2.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/1fyhjd1/most\_games\_archived\_no\_option\_for\_download/

5 Quotations:

## icon 121:1 ¶ 1 in FlashPointArchive\_1fyhjd1.txt

Codes:

● Purpose of post: Support

Content:

Most games "Archived", No option for download

## icon 121:2 ¶ 1 in FlashPointArchive\_1fyhjd1.txt

Codes:

● Experience and preservation: Game preservation

Content:

Title: Most games "Archived", No option for download

## icon 121:4 ¶ 3 in FlashPointArchive\_1fyhjd1.txt

Codes:

● Usability barriers: Interaction barriers

Content:

dont seem to have a download option anymore. Instead, It simply says "Play Online", and where it would typically either say "Not Installed" or "Legacy", it says "Archived".

## icon 121:5 ¶ 5 in FlashPointArchive\_1fyhjd1.txt

Codes:

● Usability barriers: Technical / performance issue with tool

Content:

This is of course not ideal.

## icon 121:6 ¶ 5 in FlashPointArchive\_1fyhjd1.txt

Codes:

● Experience and preservation: Game preservation

Content:

Part of the reason I used Flashpoint is its ability to work offline.

# icon 122 FlashPointArchive\_1g2wvfu.txt

Content:

Title: Is there any way to download a game from Flashpoint to play it offline?

Body: Hey there, I was wondering if any of the games could be downloaded directly to PC as I am running an emulator on Android to transfer it. Can anyone help me?

Subreddit: FlashPointArchive

Upvotes: 5.0, Comments: 3.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/1g2wvfu/is\_there\_any\_way\_to\_download\_a\_game\_from/

2 Quotations:

## icon 122:1 ¶ 1 in FlashPointArchive\_1g2wvfu.txt

Codes:

● Purpose of post: Support

Content:

Title: Is there any way to download a game from Flashpoint to play it offline?

## icon 122:2 ¶ 1 in FlashPointArchive\_1g2wvfu.txt

Codes:

● Requirements: Technical requirement

Content:

Is there any way to download a game from Flashpoint to play it offline?

# icon 123 FlashPointArchive\_1g4fwv9.txt

Content:

Title: When I Play Complex Flash Games, Flashpoint Navigator Lags.

Body: When I Play A Flash Game That Needs To Run In Flashpoint Navigator, The Projector Lags. What's Wrong With It?

Subreddit: FlashPointArchive

Upvotes: 3.0, Comments: 0.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/1g4fwv9/when\_i\_play\_complex\_flash\_games\_flashpoint/

2 Quotations:

## icon 123:1 ¶ 1 in FlashPointArchive\_1g4fwv9.txt

Codes:

● Purpose of post: Support  ● Usability barriers: Technical / performance issue with game

Content:

Title: When I Play Complex Flash Games, Flashpoint Navigator Lags.

## icon 123:3 ¶ 3 in FlashPointArchive\_1g4fwv9.txt

Codes:

● Usability barriers: Technical / performance issue with tool

Content:

When I Play A Flash Game That Needs To Run In Flashpoint Navigator, The Projector Lags.

# icon 124 FlashPointArchive\_1g9vewv.txt

Content:

Title: Helpp

Body: nan

Subreddit: FlashPointArchive

Upvotes: 7.0, Comments: 11.0

URL: https://i.redd.it/teace31pzdwd1.png

1 Quotations:

## icon 124:1 ¶ 1 in FlashPointArchive\_1g9vewv.txt

Codes:

● Purpose of post: Not relevant / broken post

Content:

elpp

# icon 125 FlashPointArchive\_1gt4zg4.txt

Content:

Title: I Love Flashpoint

Body: nan

Subreddit: FlashPointArchive

Upvotes: 59.0, Comments: 1.0

URL: https://i.redd.it/82c7rz72wd1e1.png

1 Quotations:

## icon 125:1 ¶ 1 in FlashPointArchive\_1gt4zg4.txt

Codes:

● Purpose of post: Not relevant / broken post

Content:

Love Flashpoint

# icon 126 FlashPointArchive\_1gx5hlu.txt

Content:

Title: Man, love it when the game loads nothing after the loading screen..

Body: https://preview.redd.it/l3gktel8rf2e1.png?width=1599&format=png&auto=webp&s=0d27565dd8e106607908be7fa201f1968621ee23

Weird swore it worked yesterday, dunno what happened, anyone got any ideas on what I should do? I'm pretty new to Flashpoint, so I didn't even think this could happen lmao.

https://preview.redd.it/ydagyur1sf2e1.png?width=1600&format=png&auto=webp&s=d4e880a1a6ef2cf2fff916007d0a68810ce358d9

It has a loading screen but after the credits this just.. well this..? I was expecting to be jumpscared by the game's usual loud as heel music but it never came.

Other games work perfectly fine, it's just this one that does this btw

UPDATE 24/11/24: Yall is the game data supposed to be missing for this game?

https://preview.redd.it/fpr5omyxtq2e1.png?width=1599&format=png&auto=webp&s=e949ddca8ef8a53f1f7757787df43ab19187fc8d

Subreddit: FlashPointArchive

Upvotes: 3.0, Comments: 0.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/1gx5hlu/man\_love\_it\_when\_the\_game\_loads\_nothing\_after\_the/

3 Quotations:

## icon 126:1 ¶ 1 in FlashPointArchive\_1gx5hlu.txt

Codes:

● Purpose of post: Support  ● Usability barriers: Technical / performance issue with game

Content:

Man, love it when the game loads nothing after the loading screen..

## icon 126:3 ¶ 9 in FlashPointArchive\_1gx5hlu.txt

Codes:

● Usability barriers: Technical / performance issue with game

Content:

t has a loading screen but after the credits this just.. well this..?

## icon 126:4 ¶ 11 in FlashPointArchive\_1gx5hlu.txt

Codes:

● Usability barriers: Technical / performance issue with game

Content:

Other games work perfectly fine, it's just this one that does this btw

# icon 127 FlashPointArchive\_1hg7v0l.txt

Content:

Title: Hey guys, what are your favorite games to play in flashpoint, let's share some good games so we can all enjoy them.

Body: https://preview.redd.it/2q3but1dzd7e1.png?width=600&format=png&auto=webp&s=3974766c6199b0c6c41d04efed26b79b996fa249

Subreddit: FlashPointArchive

Upvotes: 10.0, Comments: 5.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/1hg7v0l/hey\_guys\_what\_are\_your\_favorite\_games\_to\_play\_in/

1 Quotations:

## icon 127:1 ¶ 1 in FlashPointArchive\_1hg7v0l.txt

Codes:

● Experience and preservation: Game discovery  ● Purpose of post: Showcase

Content:

Title: Hey guys, what are your favorite games to play in flashpoint, let's share some good games so we can all enjoy them.

# icon 128 FlashPointArchive\_1hh1x4r.txt

Content:

Title: Help me find this childhood flash game pleasee

Body: I don’t remember the whole game but there were a bunch of them with like similar art style and character, it was a Indian type of game and there were these two kids like sibling who see a butterfly and chase it into the forest, during the chase there is a song butterfly butterfly fly in the sky away from me why do you fly and then they get lost in the forest and have to seek help from various animals, like they help a bear by getting honey from the tree and there was also this snake in there.

with similar characters there was also a wedding one of like getting two animal like humans married and you had to do challenges to get to the end where they get married, there was a restaurant one and in the restaurant one some people get stuck on a train and like you have to save them or something, i don’t remember everything clearly but help me find these games it’s my childhood and have been trying everywhere to find them, they are flash games

Subreddit: FlashPointArchive

Upvotes: 3.0, Comments: 0.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/1hh1x4r/help\_me\_find\_this\_childhood\_flash\_game\_pleasee/

8 Quotations:

## icon 128:1 ¶ 1 in FlashPointArchive\_1hh1x4r.txt

Codes:

● Purpose of post: Game search

Content:

Title: Help me find this childhood flash game pleasee

## icon 128:2 ¶ 3 in FlashPointArchive\_1hh1x4r.txt

Codes:

● Design: Graphics style  ● Game metadata: Part of game series

Content:

there were a bunch of them with like similar art style and character, it

## icon 128:3 ¶ 3 in FlashPointArchive\_1hh1x4r.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

Indian type of game and there were these two kids like sibling

## icon 128:4 ¶ 3 in FlashPointArchive\_1hh1x4r.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

see a butterfly and chase it into the forest,

## icon 128:5 ¶ 3 in FlashPointArchive\_1hh1x4r.txt

Codes:

● Design: Reference to sound design

Content:

ong butterfly butterfly fly in the sky away from me why do you fly

## icon 128:6 ¶ 3 in FlashPointArchive\_1hh1x4r.txt

Codes:

● In-game narrative / structure: Scene description

Content:

nd then they get lost in the forest and have to seek help from various animals,

## icon 128:7 ¶ 3 in FlashPointArchive\_1hh1x4r.txt

Codes:

● In-game narrative / structure: Scene description

Content:

like they help a bear by getting honey from the tree and there was also this snake in there.

## icon 128:8 ¶ 6 in FlashPointArchive\_1hh1x4r.txt

Codes:

● In-game narrative / structure: Scene description

Content:

ith similar characters there was also a wedding one of like getting two animal like humans married and you had to do challenges to get to the end where they get married, there was a restaurant one and in the restaurant one some people get stuck on a train and like you have to save them or something,

# icon 129 FlashPointArchive\_1hr83lc.txt

Content:

Title: I tried to run a game and I see this

Body: Is this meant to happen or did I do something wrong

Subreddit: FlashPointArchive

Upvotes: 9.0, Comments: 3.0

URL: https://i.redd.it/luadjbkc7fae1.jpeg

2 Quotations:

## icon 129:1 ¶ 1 – 3 in FlashPointArchive\_1hr83lc.txt

Codes:

● Purpose of post: Support

Content:

Title: I tried to run a game and I see this

Body: Is this meant to happen or did I do something wrong

## icon 129:2 ¶ 3 in FlashPointArchive\_1hr83lc.txt

Codes:

● Usability barriers: Technical / performance issue with game

Content:

Body: Is this meant to happen or did I do something wrong

# icon 130 FlashPointArchive\_1if7xsq.txt

Content:

Title: Wut?

Body: nan

Subreddit: FlashPointArchive

Upvotes: 14.0, Comments: 9.0

URL: https://i.redd.it/gbxizdpujjge1.png

1 Quotations:

## icon 130:1 ¶ 1 – 7 in FlashPointArchive\_1if7xsq.txt

Codes:

● Purpose of post: Not relevant / broken post

Content:

Title: Wut?

Body: nan

Subreddit: FlashPointArchive

Upvotes: 14.0, Comments: 9.0

URL: https://i.redd.it/gbxizdpujjge1.png

# icon 131 FlashPointArchive\_1ih1ry4.txt

Content:

Title: I deleted Flashpoint Infinity Version 13 because of the proxy suddenly not working. I did not use poptropica.

Body: Also, is the "flashpoint game server" the same thing as the proxy or no?

Subreddit: FlashPointArchive

Upvotes: 3.0, Comments: 1.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/1ih1ry4/i\_deleted\_flashpoint\_infinity\_version\_13\_because/

2 Quotations:

## icon 131:1 ¶ 1 in FlashPointArchive\_1ih1ry4.txt

Codes:

● Purpose of post: Support

Content:

Title: I deleted Flashpoint Infinity Version 13 because of the proxy suddenly not working. I did not use poptropica.

## icon 131:2 ¶ 1 in FlashPointArchive\_1ih1ry4.txt

Codes:

● Usability barriers: Technical / performance issue with tool

Content:

sion 13 because of the proxy suddenly not working.

# icon 132 FlashPointArchive\_1ile0mr.txt

Content:

Title: Kizi.com iceberg that I have made a while ago. Let me know if you have any questions.

Body: nan

Subreddit: FlashPointArchive

Upvotes: 5.0, Comments: 0.0

URL: https://i.redd.it/6khnjrj614ie1.png

2 Quotations:

## icon 132:1 ¶ 1 in FlashPointArchive\_1ile0mr.txt

Codes:

● Game metadata: Website / location

Content:

Kizi.com

## icon 132:2 ¶ 1 in FlashPointArchive\_1ile0mr.txt

Codes:

● Purpose of post: Showcase

Content:

Kizi.com iceberg that I have made a while ago. Let me know if you have any questions.

# icon 133 FlashPointArchive\_1iw369z.txt

Content:

Title: Has Rebuild 2 disappeared?

Body: I had Flashpoint quite a while ago and then deleted it for some bizarre reason. (Probably "because it's sucking up too much of my time and this is the only way I can get my time back.") I played Rebuild 2 on it and still have the SWF file in my downloads. I've reinstalled Flashpoint but it no longer shows me Rebuild 2 in the games list, only Rebuild 1. The App Store has Rebuild and Rebuild 3, but not 2.

Anyone know anything about this?

EDIT: Related question: how can I import the SWF file into Flashpoint?

Subreddit: FlashPointArchive

Upvotes: 3.0, Comments: 4.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/1iw369z/has\_rebuild\_2\_disappeared/

2 Quotations:

## icon 133:1 ¶ 3 in FlashPointArchive\_1iw369z.txt

Codes:

● Game metadata: Part of game series

Content:

I played Rebuild 2 on it and still have the SWF file in my downloads. I've reinstalled Flashpoint but it no longer shows me Rebuild 2 in the games list, only Rebuild 1. The App Store has Rebuild and Rebuild 3, but not 2.

## icon 133:4 ¶ 7 in FlashPointArchive\_1iw369z.txt

Codes:

● Purpose of post: Support

Content:

EDIT: Related question: how can I import the SWF file into Flashpoint?

# icon 134 FlashPointArchive\_1j16hqq.txt

Content:

Title: Is the website down?

Body: I can't seem to access it to download the program.

[https://flashpointarchive.org](https://flashpointarchive.org/)

Subreddit: FlashPointArchive

Upvotes: 4.0, Comments: 5.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/1j16hqq/is\_the\_website\_down/

1 Quotations:

## icon 134:1 ¶ 1 – 3 in FlashPointArchive\_1j16hqq.txt

Codes:

● Purpose of post: Support

Content:

Title: Is the website down?

Body: I can't seem to access it to download the program.

# icon 135 FlashPointArchive\_1j82yup.txt

Content:

Title: Is there a way to extract a game?

Body: I have the game "Gravity Falls: Pinesquest" on Flashpoint i want to extract it so i can play it on my phone but i can't, there are many swf files in its folder and when i pick one and emulate it, it only shows a purple screen.

Subreddit: FlashPointArchive

Upvotes: 3.0, Comments: 1.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/1j82yup/is\_there\_a\_way\_to\_extract\_a\_game/

3 Quotations:

## icon 135:1 ¶ 3 in FlashPointArchive\_1j82yup.txt

Codes:

● Usability barriers: Platform compatibility issue

Content:

i want to extract it so i can play it on my phone

## icon 135:2 ¶ 1 in FlashPointArchive\_1j82yup.txt

Codes:

● Purpose of post: Support

Content:

Is there a way to extract a game?

## icon 135:3 ¶ 3 in FlashPointArchive\_1j82yup.txt

Codes:

● Usability barriers: Access issues

Content:

there are many swf files in its folder and when i pick one and emulate it

# icon 136 FlashPointArchive\_1jolbue.txt

Content:

Title: No Play Button?

Body: https://preview.redd.it/fr5seueyy4se1.png?width=1600&format=png&auto=webp&s=0ef3c174361953cae4493cb5fce1713fafe9b1d5

Subreddit: FlashPointArchive

Upvotes: 3.0, Comments: 1.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/1jolbue/no\_play\_button/

1 Quotations:

## icon 136:1 ¶ 1 in FlashPointArchive\_1jolbue.txt

Codes:

● Purpose of post: Support  ● Usability barriers: Interaction barriers

Content:

No Play Button?

# icon 137 FlashPointArchive\_1jsuav5.txt

Content:

Title: hello all epic wars games just not appear please help

Body: https://preview.redd.it/3xlw9kupw7te1.png?width=1073&format=png&auto=webp&s=83e3113cd41dc4f68db90c6c23acef2c71ce3db0

Subreddit: FlashPointArchive

Upvotes: 3.0, Comments: 0.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/1jsuav5/hello\_all\_epic\_wars\_games\_just\_not\_appear\_please/

1 Quotations:

## icon 137:1 ¶ 1 in FlashPointArchive\_1jsuav5.txt

Codes:

● Purpose of post: Support  ● Usability barriers: Access issues

Content:

hello all epic wars games just not appear please help

# icon 138 FlashPointArchive\_1k8c0po.txt

Content:

Title: Someone help please

Body: How the hell do I fix this?

I'm trying to run Lego Chima Speedorz by the way.

Subreddit: FlashPointArchive

Upvotes: 3.0, Comments: 5.0

URL: https://i.redd.it/mqqyflvkc6xe1.png

3 Quotations:

## icon 138:1 ¶ 1 in FlashPointArchive\_1k8c0po.txt

Codes:

● Purpose of post: Support

Content:

Someone help please

## icon 138:2 ¶ 6 in FlashPointArchive\_1k8c0po.txt

Codes:

● Game metadata: Official publisher or Intellectual property

Content:

ego Chima S

## icon 138:3 ¶ 3 in FlashPointArchive\_1k8c0po.txt

Codes:

● Usability barriers: Interaction barriers

Content:

Body: How the hell do I fix this?

# icon 139 FlashPointArchive\_10qgj5k.txt

Content:

Title: Still annoying

Body: I've been trying to get Fox Creator by Twai to work on flashpoint but every time I open it, it never loads. how do I fix this

Subreddit: FlashPointArchive

Upvotes: 5.0, Comments: 2.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/10qgj5k/still\_annoying/

2 Quotations:

## icon 139:1 ¶ 3 in FlashPointArchive\_10qgj5k.txt

Codes:

● Purpose of post: Support

Content:

how do I fix this

## icon 139:2 ¶ 3 in FlashPointArchive\_10qgj5k.txt

Codes:

● Usability barriers: Technical / performance issue with game  ● Usability barriers: Technical / performance issue with tool

Content:

: I've been trying to get Fox Creator by Twai to work on flashpoint but every time I open it, it never loads.

# icon 140 FlashPointArchive\_11djn3n.txt

Content:

Title: Been searching for a specific game, I have a screenshot but can't find it's name (nor its origin)

Body: I remember that, on the last version of flashpoint I used to play a Texas Hold 'Em game, however I downloaded the most recent version of flashpoint recently, and like the idiot I am I deleted the outdated version without even thinking about it. Now I can't seem to find the game in question since I don't know it's name, anybody by any chance knows either the name or where I can find it?

[Screenshot of the game I'm talking about, it's probably either japanese or chinese, judging by it's appearance. ](https://preview.redd.it/ik99dhn13ska1.png?width=1347&format=png&auto=webp&s=9197a2e4cb871b41dea046546b900fec7890922d)

Subreddit: FlashPointArchive

Upvotes: 4.0, Comments: 3.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/11djn3n/been\_searching\_for\_a\_specific\_game\_i\_have\_a/

1 Quotations:

## icon 140:2 ¶ 3 in FlashPointArchive\_11djn3n.txt

Codes:

● Purpose of post: Game search

Content:

I don't know it's name, anybody by any chance knows either the name or where I can find it?

# icon 141 FlashPointArchive\_11gbb51.txt

Content:

Title: HELP

Body: Trying to launch flashpoint on MAC but this is all I get. It doesn't stop searching

https://preview.redd.it/a1ocul0cmdla1.png?width=2236&format=png&auto=webp&s=216fbb60604f30a03dcfdc6f87c2a599db7a65db

Subreddit: FlashPointArchive

Upvotes: 4.0, Comments: 1.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/11gbb51/help/

2 Quotations:

## icon 141:1 ¶ 3 in FlashPointArchive\_11gbb51.txt

Codes:

● Usability barriers: Platform compatibility issue

Content:

Trying to launch flashpoint on MAC but this is all I get. It doesn't stop searching

## icon 141:2 ¶ 1 in FlashPointArchive\_11gbb51.txt

Codes:

● Purpose of post: Support

Content:

HELP

# icon 142 FlashPointArchive\_11pc0dz.txt

Content:

Title: Flashpoint on Steam Deck

Body: Has anyone tried Flashpoint on Steam Deck?

If anyone has tried this, it'd be nice to share experience and tell us how the performance was, the control customization and any problems or bugs they faced.

Subreddit: FlashPointArchive

Upvotes: 4.0, Comments: 1.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/11pc0dz/flashpoint\_on\_steam\_deck/

1 Quotations:

## icon 142:1 ¶ 3 in FlashPointArchive\_11pc0dz.txt

Codes:

● Usability barriers: Platform compatibility issue

Content:

Has anyone tried Flashpoint on Steam Deck?

# icon 143 FlashPointArchive\_11vzw35.txt

Content:

Title: Another FusionFall Issue (and a workaround)

Body: Two words: "Enable All".

When I reinstalled Flashpoint 10 "Absence" and I was asked whether I wanted it set to "Disable All" or "Enable All", I set it to "Enable All". Last time, I set it to "Disable All", and the game was playing just fine. Until all of a sudden, it wasn't.

I decided to switch the analytics off after firing up Flashpoint again, because I'm obsessed with covering as much of my tracks on the computer as possible. And what do you know, FusionFall stopped working again. Black screen when it starts. Even after switching them back on when I closed and restarted Flashpoint, the game still wouldn't work.

So I deleted and reinstalled Flashpoint 10 and made sure to keep analytics on after selecting "Enable All." Back to normal. Except I lost my data again. But I already installed Retrobution and gave that a test run; I noticed that there were new missions that weren't in the original game. I have an excuse to give that a go for my catching up. I'll just pick a new guide when going back to Flashpoint this time.

I wish I could say that this works for Flashpoint 11 as well, but this time the game wouldn't even load. No black screen, but I got the "invalid Unity web file" error message before the game would even let me create a character.

I am happy to say though, that I found out how the game is working on my computer in 10, as stated in the first sentence of the post. If I'm worried about covering my tracks for whatever reason, I'll just disconnect from the internet while playing. I did get a "could not load all assets" message, but I think that was because I quit the game too quickly during my test run, and it was still during character creation.

Subreddit: FlashPointArchive

Upvotes: 6.0, Comments: 0.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/11vzw35/another\_fusionfall\_issue\_and\_a\_workaround/

1 Quotations:

## icon 143:1 ¶ 1 – 13 in FlashPointArchive\_11vzw35.txt

Codes:

● Purpose of post: Not relevant / broken post

Content:

Title: Another FusionFall Issue (and a workaround)

Body: Two words: "Enable All".

When I reinstalled Flashpoint 10 "Absence" and I was asked whether I wanted it set to "Disable All" or "Enable All", I set it to "Enable All". Last time, I set it to "Disable All", and the game was playing just fine. Until all of a sudden, it wasn't.

I decided to switch the analytics off after firing up Flashpoint again, because I'm obsessed with covering as much of my tracks on the computer as possible. And what do you know, FusionFall stopped working again. Black screen when it starts. Even after switching them back on when I closed and restarted Flashpoint, the game still wouldn't work.

So I deleted and reinstalled Flashpoint 10 and made sure to keep analytics on after selecting "Enable All." Back to normal. Except I lost my data again. But I already installed Retrobution and gave that a test run; I noticed that there were new missions that weren't in the original game. I have an excuse to give that a go for my catching up. I'll just pick a new guide when going back to Flashpoint this time.

I wish I could say that this works for Flashpoint 11 as well, but this time the game wouldn't even load. No black screen, but I got the "invalid Unity web file" error message before the game would even let me create a character.

I am happy to say though, that I found out how the game is working on my computer in 10, as stated in the first sentence of the post. If I'm worried about covering my tracks for whatever reason, I'll just disconnect from the internet while playing. I did get a "could not load all assets" message, but I think that was because I quit the game too quickly during my test run, and it was still during character creation.

# icon 144 FlashPointArchive\_12su7hc.txt

Content:

Title: Help me

Body: Hi!

I've installed flashpoint 11.1 infinity on my computer a week or so ago to play the old poptropica. It stopped working properly after just two days (it wont load the game anymore), so I've decided to uninstall it but it just won't do it.

i have tried multiple ways of deletion, but it keeps saying that either it can't locate the file or that it's running on another program.

Please help!!!!

Subreddit: FlashPointArchive

Upvotes: 4.0, Comments: 1.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/12su7hc/help\_me/

4 Quotations:

## icon 144:1 ¶ 1 – 3 in FlashPointArchive\_12su7hc.txt

Codes:

● Purpose of post: Support

Content:

Title: Help me

Body: Hi!

## icon 144:2 ¶ 5 in FlashPointArchive\_12su7hc.txt

Codes:

● Usability barriers: Technical / performance issue with tool

Content:

I've installed flashpoint 11.1 infinity on my computer a week or so ago to play the old poptropica. It stopped working properly after just two days (it wont load the game anymore), so I've decided to uninstall it but it just won't do it.

## icon 144:3 ¶ 5 in FlashPointArchive\_12su7hc.txt

Codes:

● Usability barriers: Access issues  ● Usability barriers: Technical / performance issue with game

Content:

It stopped working properly after just two days (it wont load the game anymore)

## icon 144:4 ¶ 5 in FlashPointArchive\_12su7hc.txt

Codes:

● Usability barriers: Technical / performance issue with game

Content:

y the old poptropica. It stopped working properly

# icon 145 FlashPointArchive\_12x64tr.txt

Content:

Title: Games not saving

Body: Hi

I downloaded Flashpoint two days ago, but I noticed, the program does not save my progress in games. What can I do to change this and save my game progress?

Subreddit: FlashPointArchive

Upvotes: 3.0, Comments: 8.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/12x64tr/games\_not\_saving/

3 Quotations:

## icon 145:1 ¶ 1 – 3 in FlashPointArchive\_12x64tr.txt

Codes:

● Purpose of post: Support

Content:

Title: Games not saving

Body: Hi

## icon 145:2 ¶ 5 in FlashPointArchive\_12x64tr.txt

Codes:

● Experience and preservation: Game preservation

Content:

I downloaded Flashpoint two days ago, but I noticed, the program does not save my progress in games

## icon 145:3 ¶ 5 in FlashPointArchive\_12x64tr.txt

Codes:

● Usability barriers: Technical / performance issue with game

Content:

What can I do to change this and save my game progress?

# icon 146 FlashPointArchive\_13x9n6i.txt

Content:

Title: Error response from daemon: network flashpoint not found

Body: SOLVED: Needed to change `/var/lock/flashpoint-networking.lock` to `/tmp/flashpoint-networking.lock` in `/LinuxConf/proxy.sh`

I am running an External 2TB SSD with Arch Linux and Plasma KDE.

When attempting to run a game, it waits, runs, then stops immediately.

Video: [https://streamable.com/898j4k](https://streamable.com/898j4k)

Logs (Includes logs from recording): [https://logs.unstable.life/log?id=K9UUN654](https://logs.unstable.life/log?id=K9UUN654)

Any idea on how to fix?

Subreddit: FlashPointArchive

Upvotes: 4.0, Comments: 3.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/13x9n6i/error\_response\_from\_daemon\_network\_flashpoint\_not/

1 Quotations:

## icon 146:1 ¶ 1 in FlashPointArchive\_13x9n6i.txt

Codes:

● Purpose of post: Not relevant / broken post

Content:

Title: Error response from daemon: network flashpoint not found

# icon 147 FlashPointArchive\_19baxbr.txt

Content:

Title: anyway to remove these withe borders?

Body: they are a bit annoying

Subreddit: FlashPointArchive

Upvotes: 4.0, Comments: 2.0

URL: https://i.redd.it/t24uwa3sbldc1.jpeg

3 Quotations:

## icon 147:1 ¶ 1 in FlashPointArchive\_19baxbr.txt

Codes:

● Purpose of post: Support

Content:

Title: anyway to remove these withe borders?

## icon 147:2 ¶ 3 in FlashPointArchive\_19baxbr.txt

Codes:

● Usability barriers: Interaction barriers

Content:

Body: they are a bit annoying

## icon 147:3 ¶ 1 – 3 in FlashPointArchive\_19baxbr.txt

Codes:

● Design: Graphics style

Content:

anyway to remove these withe borders?

Body: they are a bit annoying

# icon 148 FlashPointArchive\_125el8q.txt

Content:

Title: Importing Save Data for Monster's Den Chronicles?

Body: Years ago, I saved my data for Monster's Den Chronicles (an excellent game by the way) so I could transfer it between computers. I still have that .sav file

I was wondering whether it's possible to use it with Flashpoint.

I went looking for where Flashpoint saves data and found that this directory had a folder for Monster's Den after opening up the game on Flashpoint:

AppData\\Roaming\\Macromedia\\Flash Player\\#SharedObjects

In that directory, I found three files with the .sol extension, but no .sav one.

Is there any way to convert between the two file types or paste data from one to the other or in any way transfer my saved game rather than redo everything? Thanks!

Subreddit: FlashPointArchive

Upvotes: 3.0, Comments: 0.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/125el8q/importing\_save\_data\_for\_monsters\_den\_chronicles/

3 Quotations:

## icon 148:1 ¶ 1 in FlashPointArchive\_125el8q.txt

Codes:

● Purpose of post: Support

Content:

Title: Importing Save Data for Monster's Den Chronicles?

## icon 148:2 ¶ 3 – 5 in FlashPointArchive\_125el8q.txt

Codes:

● Usability barriers: Access issues

Content:

Years ago, I saved my data for Monster's Den Chronicles (an excellent game by the way) so I could transfer it between computers. I still have that .sav file

I was wondering whether it's possible to use it with Flashpoint.

## icon 148:3 ¶ 3 in FlashPointArchive\_125el8q.txt

Codes:

● Experience and preservation: Nostalgia

Content:

Years ago, I saved my data for Monster's Den Chronicles (an excellent game by the way)

# icon 149 FlashPointArchive\_138hf3m.txt

Content:

Title: Flashpoint on linux doesn't open

Body: Tried installing flashpoint on my arch linux machine, following the wiki page carefully. But it doesn't seem to be working, and when I run ./flashpoint, it throws this error

&#x200B;

/home/breddie/Games/08-07-22\_linux\_infinity\_13-27/Launcher/secret.dat

(flashpoint-launcher:7549): Gtk-WARNING \*\*: 15:47:32.897: Theme parsing error: gtk.css:1649:16: '-gtk-icon-size' is not a valid property name

(flashpoint-launcher:7549): Gtk-WARNING \*\*: 15:47:32.897: Theme parsing error: gtk.css:1652:16: '-gtk-icon-size' is not a valid property name

Back - Initializing...

Back - Loaded Config

Back - Loaded Preferences

Back - Loaded Extension Config

Back - Using Database at /home/breddie/Games/08-07-22\_linux\_infinity\_13-27/Data/flashpoint.sqlite

Back - Initialized Database

Back - Initialized Extensions

Back - Initialized Services

Back - Initialized Languages

Back - Initialized Themes

Back - Initialized Logo Sets

Back - Loaded Exec Mappings

node:internal/errors:464

ErrorCaptureStackTrace(err);

^

Error: getaddrinfo ENOTFOUND localhost

at GetAddrInfoReqWrap.onlookup [as oncomplete] (node:dns:71:26) {

errno: -3008,

code: 'ENOTFOUND',

syscall: 'getaddrinfo',

hostname: 'localhost'

}

How to resolve this error?

Subreddit: FlashPointArchive

Upvotes: 6.0, Comments: 2.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/138hf3m/flashpoint\_on\_linux\_doesnt\_open/

1 Quotations:

## icon 149:1 ¶ 1 – 34 in FlashPointArchive\_138hf3m.txt

Codes:

● Purpose of post: Not relevant / broken post

Content:

Title: Flashpoint on linux doesn't open

Body: Tried installing flashpoint on my arch linux machine, following the wiki page carefully. But it doesn't seem to be working, and when I run ./flashpoint, it throws this error

&#x200B;

/home/breddie/Games/08-07-22\_linux\_infinity\_13-27/Launcher/secret.dat

(flashpoint-launcher:7549): Gtk-WARNING \*\*: 15:47:32.897: Theme parsing error: gtk.css:1649:16: '-gtk-icon-size' is not a valid property name

(flashpoint-launcher:7549): Gtk-WARNING \*\*: 15:47:32.897: Theme parsing error: gtk.css:1652:16: '-gtk-icon-size' is not a valid property name

Back - Initializing...

Back - Loaded Config

Back - Loaded Preferences

Back - Loaded Extension Config

Back - Using Database at /home/breddie/Games/08-07-22\_linux\_infinity\_13-27/Data/flashpoint.sqlite

Back - Initialized Database

Back - Initialized Extensions

Back - Initialized Services

Back - Initialized Languages

Back - Initialized Themes

Back - Initialized Logo Sets

Back - Loaded Exec Mappings

node:internal/errors:464

ErrorCaptureStackTrace(err);

^

Error: getaddrinfo ENOTFOUND localhost

at GetAddrInfoReqWrap.onlookup [as oncomplete] (node:dns:71:26) {

errno: -3008,

code: 'ENOTFOUND',

syscall: 'getaddrinfo',

hostname: 'localhost'

}

# icon 150 FlashPointArchive\_141qh57.txt

Content:

Title: Pokemon Tower Defense save data

Body: Hello,

I played a lot of Pokemon Tower Defense back in the day and wanted to play through it again. However, it doesn't support local device saving yet. Does anyone know if there is a way to save my data, or if not how I can work on adding save data support to the games?

Subreddit: FlashPointArchive

Upvotes: 3.0, Comments: 0.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/141qh57/pokemon\_tower\_defense\_save\_data/

2 Quotations:

## icon 150:1 ¶ 1 – 3 in FlashPointArchive\_141qh57.txt

Codes:

● Purpose of post: Support

Content:

Title: Pokemon Tower Defense save data

Body: Hello,

## icon 150:2 ¶ 5 in FlashPointArchive\_141qh57.txt

Codes:

● Experience and preservation: Game preservation

Content:

However, it doesn't support local device saving yet.

# icon 151 FlashPointArchive\_1000yua.txt

Content:

Title: Flashpoint is not working at all for me. None of the images and games are loading. Downloading also doesn't work.

Body: nan

Subreddit: FlashPointArchive

Upvotes: 4.0, Comments: 4.0

URL: https://i.redd.it/680m64qv5a9a1.png

3 Quotations:

## icon 151:1 ¶ 1 in FlashPointArchive\_1000yua.txt

Codes:

● Purpose of post: Support  ● Usability barriers: Technical / performance issue with tool

Content:

Flashpoint is not working at all for me.

## icon 151:2 ¶ 1 in FlashPointArchive\_1000yua.txt

Codes:

● Usability barriers: Interaction barriers

Content:

. None of the images and games are loading.

## icon 151:3 ¶ 1 in FlashPointArchive\_1000yua.txt

Codes:

● Usability barriers: Access issues

Content:

Downloading also doesn't work.

# icon 152 FlashPointArchive\_1095cc1.txt

Content:

Title: Can't find game saves on Mac

Body: I'm trying to move my game save of Super Crazy Guitar Manic Deluxe 2 between two Mac machines, but I can't find where my sava data lives. There's no Macromedia folder for me under Library>Preferences like this article says: [https://bluemaxima.org/flashpoint/datahub/Save\\_Data\\_Locations](https://bluemaxima.org/flashpoint/datahub/Save\_Data\_Locations)

&#x200B;

I also don't see any Saves Manager scripts in theFPSoftware folder.

&#x200B;

What can I do?

Subreddit: FlashPointArchive

Upvotes: 5.0, Comments: 0.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/1095cc1/cant\_find\_game\_saves\_on\_mac/

2 Quotations:

## icon 152:1 ¶ 1 in FlashPointArchive\_1095cc1.txt

Codes:

● Purpose of post: Support

Content:

Can't find game saves on Mac

## icon 152:2 ¶ 3 in FlashPointArchive\_1095cc1.txt

Codes:

● Experience and preservation: Game preservation  ● Usability barriers: Technical / performance issue with tool

Content:

I'm trying to move my game save of Super Crazy Guitar Manic Deluxe 2 between two Mac machines, but I can't find where my sava data lives. There's no Macromedia folder for me under Library>Preferences like this article says: [https://bluemaxima.org/flashpoint/datahub/Save\\_Data\\_Locations](https://bluemaxima.org/flashpoint/datahub/Save\_Data\_Locations)

# icon 153 FlashPointArchive\_l0r63y.txt

Content:

Title: Is there a way to add new found flash games

Body: I found Some Lost Flash Games From The Wayback Machine

Subreddit: FlashPointArchive

Upvotes: 7.0, Comments: 2.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/l0r63y/is\_there\_a\_way\_to\_add\_new\_found\_flash\_games/

2 Quotations:

## icon 153:1 ¶ 1 in FlashPointArchive\_l0r63y.txt

Codes:

● Purpose of post: Support

Content:

: Is there a way to add new found flash games

## icon 153:2 ¶ 3 in FlashPointArchive\_l0r63y.txt

Codes:

● Experience and preservation: Game preservation

Content:

: I found Some Lost Flash Games From The Wayback Machine

# icon 154 FlashPointArchive\_l3ur0s.txt

Content:

Title: Does the Flashpoint Infinity installer work offline?

Body: Quick question here. If I save the Flashpoint installer (The 500MB one, not the 500GB one), can it be installed on another machine offline? Either way I will still probably get an external drive and shove the huge one on there.

Thanks! :)

Subreddit: FlashPointArchive

Upvotes: 3.0, Comments: 4.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/l3ur0s/does\_the\_flashpoint\_infinity\_installer\_work/

2 Quotations:

## icon 154:1 ¶ 1 in FlashPointArchive\_l3ur0s.txt

Codes:

● Purpose of post: Support

Content:

Does the Flashpoint Infinity installer work offline?

## icon 154:2 ¶ 3 in FlashPointArchive\_l3ur0s.txt

Codes:

● Usability barriers: Access issues

Content:

Quick question here. If I save the Flashpoint installer (The 500MB one, not the 500GB one), can it be installed on another machine offline? Either way I will still probably get an external drive and shove the huge one on there.

# icon 155 FlashPointArchive\_l4t1qe.txt

Content:

Title: Flashpoint Infinity 9.0 not loading

Body: So I installed Flashpoint Infinity and Whenever I try to open it nothing happened, I tried opening it from my taskbar, I tried from File Explorer, nothing happened. If anyone could tell me why then that would help. The Scanner I use on my Computer is MalwareBytes and I checked it and nothing was Saying that Flashpoint was a virus or something.

Subreddit: FlashPointArchive

Upvotes: 4.0, Comments: 1.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/l4t1qe/flashpoint\_infinity\_90\_not\_loading/

2 Quotations:

## icon 155:1 ¶ 1 in FlashPointArchive\_l4t1qe.txt

Codes:

● Purpose of post: Support  ● Usability barriers: Technical / performance issue with tool

Content:

Flashpoint Infinity 9.0 not loading

## icon 155:2 ¶ 3 in FlashPointArchive\_l4t1qe.txt

Codes:

● Usability barriers: Access issues  ● Usability barriers: Platform compatibility issue

Content:

So I installed Flashpoint Infinity and Whenever I try to open it nothing happened, I tried opening it from my taskbar, I tried from File Explorer, nothing happened. If anyone could tell me why then that would help. The Scanner I use on my Computer is MalwareBytes and I checked it and nothing was Saying that Flashpoint was a virus or something.

# icon 156 FlashPointArchive\_l5n1yx.txt

Content:

Title: Will previously played games in flashpoint infinity be able to be used offline?

Body: Probably a stupid question, but if I play a game with flashpoint infinity, will that game be available forever (that is, without an internet connection) or will I need to be online to plkay it again? Basically, I don't want to download the half terrabite or flash games, but want to have a permanent archive of those select childhood games and animations that meant something for me.

Subreddit: FlashPointArchive

Upvotes: 7.0, Comments: 3.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/l5n1yx/will\_previously\_played\_games\_in\_flashpoint/

2 Quotations:

## icon 156:1 ¶ 1 in FlashPointArchive\_l5n1yx.txt

Codes:

● Purpose of post: Support

Content:

Will previously played games in flashpoint infinity be able to be used offline?

## icon 156:3 ¶ 3 in FlashPointArchive\_l5n1yx.txt

Codes:

● Usability barriers: Technical / performance issue with game

Content:

Basically, I don't want to download the half terrabite or flash games, but want to have a permanent archive of those select childhood games and animations that meant something for me.

# icon 157 FlashPointArchive\_l76dwt.txt

Content:

Title: I Need Help

Body: The thing is that i need help is to find a specific game it was a racing game made in shockwave or maybe flash based on f1 but i don't remember too much because the last time i play that game was a long time ago but i remember some things such as the game being in a overhead view the names of the drivers and teams being based on real world drivers and teams and that's all i remember please help me with this

Subreddit: FlashPointArchive

Upvotes: 4.0, Comments: 2.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/l76dwt/i\_need\_help/

5 Quotations:

## icon 157:1 ¶ 1 in FlashPointArchive\_l76dwt.txt

Codes:

● Purpose of post: Game search

Content:

Title: I Need Help

## icon 157:2 ¶ 3 in FlashPointArchive\_l76dwt.txt

Codes:

● In-game narrative / structure: Similarity to other title

Content:

based on f1

## icon 157:3 ¶ 3 in FlashPointArchive\_l76dwt.txt

Codes:

● Game metadata: Release date / last played

Content:

last time i play that game was a long time ago

## icon 157:4 ¶ 3 in FlashPointArchive\_l76dwt.txt

Codes:

● Design: Background imagery  ● In-game narrative / structure: Scene description

Content:

n a overhead view

## icon 157:5 ¶ 3 in FlashPointArchive\_l76dwt.txt

Codes:

● In-game narrative / structure: Game context

Content:

e names of the drivers and teams being based on real world drivers and teams

# icon 158 FlashPointArchive\_l956u4.txt

Content:

Title: can't go to bluemaxima's website

Body: when i try to visit [https://bluemaxima.org/flashpoint/](https://bluemaxima.org/flashpoint/) it just says "the connection was reset". so i can't download flashpoint.

any help would be appreciated.

Subreddit: FlashPointArchive

Upvotes: 6.0, Comments: 5.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/l956u4/cant\_go\_to\_bluemaximas\_website/

2 Quotations:

## icon 158:1 ¶ 1 – 3 in FlashPointArchive\_l956u4.txt

Codes:

● Game metadata: Website / location  ● Purpose of post: Game search

Content:

: can't go to bluemaxima's website

Body: when i try to visit [https://bluemaxima.org/flashpoint/](https://bluemaxima.org/flashpoint/) it just says "the connection was reset". so i can't download flashpoint.

## icon 158:2 ¶ 3 in FlashPointArchive\_l956u4.txt

Codes:

● Usability barriers: Access issues

Content:

so i can't download flashpoint.

# icon 159 FlashPointArchive\_lbqgkg.txt

Content:

Title: I'm trying to get Flashpoint Ultimate, and I just barely have enough space, but when I download it, I only get a relatively small file that refuses to unzip. This may be a dumb question, but what is going wrong?

Body: nan

Subreddit: FlashPointArchive

Upvotes: 5.0, Comments: 7.0

URL: https://www.reddit.com/gallery/lbqgkg

1 Quotations:

## icon 159:1 ¶ 1 in FlashPointArchive\_lbqgkg.txt

Codes:

● Purpose of post: Support  ● Usability barriers: Technical / performance issue with tool

Content:

I'm trying to get Flashpoint Ultimate, and I just barely have enough space, but when I download it, I only get a relatively small file that refuses to unzip. This may be a dumb question, but what is going wrong?

# icon 160 FlashPointArchive\_ld18v6.txt

Content:

Title: Flashpoint.exe not working after the first time.

Body: Once I extract the launcher and open the startflashpoint.exe, everything works perfectly. However, once I close the launcher and try to open it again later, neither the startflashpoint.exe nor the flashpoint.exe applications working. When I run the startflashpoint.exe in admin mode, I get a warning saying no flashpoint.exe found, which makes no sense because I had just used it to get the launcher working. I'm sorry if someone already asked this question, I couldn't find it in the FAQ or the guide,

Subreddit: FlashPointArchive

Upvotes: 4.0, Comments: 7.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/ld18v6/flashpointexe\_not\_working\_after\_the\_first\_time/

2 Quotations:

## icon 160:1 ¶ 1 in FlashPointArchive\_ld18v6.txt

Codes:

● Purpose of post: Support

Content:

Flashpoint.exe not working after the first time.

## icon 160:2 ¶ 3 in FlashPointArchive\_ld18v6.txt

Codes:

● Usability barriers: Access issues

Content:

y: Once I extract the launcher and open the startflashpoint.exe, everything works perfectly. However, once I close the launcher and try to open it again later, neither the startflashpoint.exe nor the flashpoint.exe applications working. When I run the startflashpoint.exe in admin mode, I get a warning saying no flashpoint.exe found, which makes no sense because I had just used it to get the launcher working.

# icon 161 FlashPointArchive\_lmaetz.txt

Content:

Title: Please help lmfao

Body: So I know nothing about this program, only downloaded it because I wanted to play the damn Papa's burgeria games. I downloaded it and played for a while, then force closed everything. Now i am trying to open it again using the "StartFlashpoint.command" link thing and it shows this screen that says No games found. I found a similar post on here and people recommended the user closed it and restarted but that did not work for me. Any thoughts or recommendations ? Really wana play papa's burgeria lmfao. Thanks

https://preview.redd.it/s4jll95o35i61.png?width=2070&format=png&auto=webp&s=88d35a8bc904a3863dbad78d323f4cb6edaa3743

Subreddit: FlashPointArchive

Upvotes: 5.0, Comments: 4.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/lmaetz/please\_help\_lmfao/

5 Quotations:

## icon 161:1 ¶ 1 in FlashPointArchive\_lmaetz.txt

Codes:

● Purpose of post: Support

Content:

Title: Please help lmfao

## icon 161:2 ¶ 3 in FlashPointArchive\_lmaetz.txt

Codes:

● Usability barriers: Access issues

Content:

y: So I know nothing about this program, only downloaded it because I wanted to play the damn Papa's burgeria games.

## icon 161:3 ¶ 3 in FlashPointArchive\_lmaetz.txt

Codes:

● Usability barriers: Technical / performance issue with tool

Content:

I downloaded it and played for a while, then force closed everything. Now i am trying to open it again using the "StartFlashpoint.command" link thing and it shows this screen that says No games found.

## icon 161:4 ¶ 3 in FlashPointArchive\_lmaetz.txt

Codes:

● Usability barriers: Technical / performance issue with tool

Content:

I found a similar post on here and people recommended the user closed it and restarted but that did not work for me. Any thoughts or recommendations ?

## icon 161:5 ¶ 3 in FlashPointArchive\_lmaetz.txt

Codes:

● Game metadata: Part of game series

Content:

Really wana play papa's burgeria lmfao.

# icon 162 FlashPointArchive\_lp39e4.txt

Content:

Title: I'm trying to erase my data on a game (duck life 3) . How do I erase my game data so I can start fresh?

Body: nan

Subreddit: FlashPointArchive

Upvotes: 4.0, Comments: 4.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/lp39e4/im\_trying\_to\_erase\_my\_data\_on\_a\_game\_duck\_life\_3/

3 Quotations:

## icon 162:1 ¶ 1 in FlashPointArchive\_lp39e4.txt

Codes:

● Purpose of post: Support

Content:

How do I erase my game data so I can start fresh?

## icon 162:2 ¶ 1 in FlashPointArchive\_lp39e4.txt

Codes:

● Game metadata: Title

Content:

(duck life 3)

## icon 162:3 ¶ 1 in FlashPointArchive\_lp39e4.txt

Codes:

● Experience and preservation: Game preservation

Content:

'm trying to erase my data on a game

# icon 163 FlashPointArchive\_m2jocy.txt

Content:

Title: Adobe Flash 32 bit games work, but Basilik ones don't.

Body: I wanted to play Pirates of the Caribbean: Pirates vs Mermaids, Basilik popped up and it told me to download the latest version of Adobe Flash Player. I tried the Ultimate Sonic Flash game, it worked perfectly fine with Adobe Flash 32 bit version. Anyone experienced this one?

Subreddit: FlashPointArchive

Upvotes: 3.0, Comments: 2.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/m2jocy/adobe\_flash\_32\_bit\_games\_work\_but\_basilik\_ones/

3 Quotations:

## icon 163:1 ¶ 1 in FlashPointArchive\_m2jocy.txt

Codes:

● Purpose of post: Support

Content:

: Adobe Flash 32 bit games work, but Basilik ones don't.

## icon 163:2 ¶ 3 in FlashPointArchive\_m2jocy.txt

Codes:

● Game metadata: Title

Content:

I wanted to play Pirates of the Caribbean: Pirates vs Mermaids,

## icon 163:3 ¶ 3 in FlashPointArchive\_m2jocy.txt

Codes:

● Usability barriers: Platform compatibility issue

Content:

Basilik popped up and it told me to download the latest version of Adobe Flash Player. I tried the Ultimate Sonic Flash game, it worked perfectly fine with Adobe Flash 32 bit version

# icon 164 FlashPointArchive\_m7vjhn.txt

Content:

Title: Flashpoint doesn't open

Body: I'm trying to play sum flash, but when I try to start Flashpoint, it straight up doesn't do anything. If I Right Click->Open, for some reason the .lnk updates, what?

Subreddit: FlashPointArchive

Upvotes: 3.0, Comments: 3.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/m7vjhn/flashpoint\_doesnt\_open/

2 Quotations:

## icon 164:1 ¶ 3 in FlashPointArchive\_m7vjhn.txt

Codes:

● Usability barriers: Technical / performance issue with tool

Content:

I'm trying to play sum flash, but when I try to start Flashpoint, it straight up doesn't do anything. If I Right Click->Open, for some reason the .lnk updates, what?

## icon 164:2 ¶ 1 in FlashPointArchive\_m7vjhn.txt

Codes:

● Purpose of post: Support

Content:

Title: Flashpoint doesn't open

# icon 165 FlashPointArchive\_ma3ecg.txt

Content:

Title: Speedrunning

Body: Hello. So I've downloaded flashpoint to speedrun a game I used to play on Armor Games. The game has been working fine but in order to speedrun it, I have to reset my progress every time I start a new run and I don't know how to do that. I used to do it by resetting progress on my Armor Games account but I can't do that now because it's impossible to log into Armor Games. So my question is - How do I reset all progress in a game I play using flashpoint? Thanks in advance.

Subreddit: FlashPointArchive

Upvotes: 5.0, Comments: 2.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/ma3ecg/speedrunning/

4 Quotations:

## icon 165:1 ¶ 3 in FlashPointArchive\_ma3ecg.txt

Codes:

● Game metadata: Website / location

Content:

on Armor Games.

## icon 165:2 ¶ 3 in FlashPointArchive\_ma3ecg.txt

Codes:

● Purpose of post: Support

Content:

The game has been working fine but in order to speedrun it, I have to reset my progress every time I start a new run and I don't know how to do that.

## icon 165:3 ¶ 3 in FlashPointArchive\_ma3ecg.txt

Codes:

● Experience and preservation: Game preservation

Content:

it, I have to reset my progress every time I start

## icon 165:7 ¶ 3 in FlashPointArchive\_ma3ecg.txt

Codes:

● Requirements: Technical requirement

Content:

t in order to speedrun it, I have to reset my progress every time I start a new run and I don't know how to do that.

# icon 166 FlashPointArchive\_md2g9w.txt

Content:

Title: Flashpoint won't run today.

Body: I've used the shortcut and the exe, and neither work. Any help?

Subreddit: FlashPointArchive

Upvotes: 5.0, Comments: 1.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/md2g9w/flashpoint\_wont\_run\_today/

2 Quotations:

## icon 166:1 ¶ 1 in FlashPointArchive\_md2g9w.txt

Codes:

● Purpose of post: Support  ● Usability barriers: Technical / performance issue with tool

Content:

Title: Flashpoint won't run today.

## icon 166:2 ¶ 3 in FlashPointArchive\_md2g9w.txt

Codes:

● Usability barriers: Access issues

Content:

Body: I've used the shortcut and the exe, and neither work. Any help?

# icon 167 FlashPointArchive\_mhk006.txt

Content:

Title: flashpoint 9 on linux?

Body: is there a way of getting flashpoint 9 on linux

Subreddit: FlashPointArchive

Upvotes: 5.0, Comments: 1.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/mhk006/flashpoint\_9\_on\_linux/

2 Quotations:

## icon 167:1 ¶ 3 in FlashPointArchive\_mhk006.txt

Codes:

● Usability barriers: Platform compatibility issue

Content:

is there a way of getting flashpoint 9 on linux

## icon 167:2 ¶ 1 in FlashPointArchive\_mhk006.txt

Codes:

● Purpose of post: Support

Content:

flashpoint 9 on linux?

# icon 168 FlashPointArchive\_mog0cv.txt

Content:

Title: Flashpoint Ultimate

Body: Hi, I have Flashpoint downloaded and extracted, but I am wondering something, because it doesn't add up. The extracted folder is only 70GB large, while the ZIP Archive is almost 500GB, how or why is that the case?

Subreddit: FlashPointArchive

Upvotes: 4.0, Comments: 1.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/mog0cv/flashpoint\_ultimate/

1 Quotations:

## icon 168:1 ¶ 1 in FlashPointArchive\_mog0cv.txt

Codes:

● Purpose of post: Support

Content:

Title: Flashpoint Ultimate

# icon 169 FlashPointArchive\_nk3bxw.txt

Content:

Title: how to update flashpoint

Body: So I have been gotten a little annoyed with flashpoint as it has gotten newer version. I'll spend a long time bookmarking all the flashgames I want to and I get satisfied. But when a new version of flashpoint comes out, the older version stops showing games, and you have to download the newer version, which gets rid of all of your bookmarks, and worse, any progress you may have made in a game.

So I have been wondering, is there a way to get an autoupdater for flashpoint, or to manually update it? Perhaps I can transfer save progress from one version of flashpoint to another by finding it in the folders? If anyone has solutions, I would be more than appreciative

Subreddit: FlashPointArchive

Upvotes: 8.0, Comments: 1.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/nk3bxw/how\_to\_update\_flashpoint/

4 Quotations:

## icon 169:1 ¶ 1 in FlashPointArchive\_nk3bxw.txt

Codes:

● Purpose of post: Support

Content:

Title: how to update flashpoint

## icon 169:2 ¶ 3 in FlashPointArchive\_nk3bxw.txt

Codes:

● Usability barriers: Technical / performance issue with tool

Content:

So I have been gotten a little annoyed with flashpoint as it has gotten newer version. I'll spend a long time bookmarking all the flashgames I want to and I get satisfied

## icon 169:3 ¶ 3 in FlashPointArchive\_nk3bxw.txt

Codes:

● Usability barriers: Technical / performance issue with tool

Content:

But when a new version of flashpoint comes out, the older version stops showing games, and you have to download the newer version, which gets rid of all of your bookmarks, and worse, any progress you may have made in a game.

## icon 169:4 ¶ 5 in FlashPointArchive\_nk3bxw.txt

Codes:

● Requirements: Technical requirement

Content:

So I have been wondering, is there a way to get an autoupdater for flashpoint, or to manually update it? Perhaps I can transfer save progress from one version of flashpoint to another by finding it in the folders? If anyone has solutions, I would be more than appreciative

# icon 170 FlashPointArchive\_no3don.txt

Content:

Title: big fat awesome house party

Body: so i stumbled upon a post a few years ago where someone mentioned adding "foster's home for imaginary friend's big fat awesome house party" to the archive but, since the game isnt on flashpoint as of now, apparently it didnt happen. the person who made the post said that he could add it in if someone managed to dig up an old computer they used to play the game on that had a cache for it.

i was just wondering...is "big fat awesome house party" still possible to add? i really want to play it again, its the one old flash game i miss THE MOST.

Subreddit: FlashPointArchive

Upvotes: 44.0, Comments: 14.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/no3don/big\_fat\_awesome\_house\_party/

3 Quotations:

## icon 170:1 ¶ 1 in FlashPointArchive\_no3don.txt

Codes:

● Purpose of post: Game search

Content:

big fat awesome house party

## icon 170:2 ¶ 3 in FlashPointArchive\_no3don.txt

Codes:

● Usability barriers: Technical / performance issue with game

Content:

the person who made the post said that he could add it in if someone managed to dig up an old computer they used to play the game on that had a cache for it.

## icon 170:3 ¶ 5 in FlashPointArchive\_no3don.txt

Codes:

● Experience and preservation: Nostalgia

Content:

i was just wondering...is "big fat awesome house party" still possible to add? i really want to play it again, its the one old flash game i miss THE MOST.

# icon 171 FlashPointArchive\_o2ck0v.txt

Content:

Title: Is Flashpoint 100% safe?

Body: I decided to play some really crappy old flash games no one would play just for laughs. My computer started to freak out, and it detect files as viruses. I tried restoring them, and adding them to trust list, but then it detected like 5 more files as viruses. Is this normal, and is it safe to restore them?

Subreddit: FlashPointArchive

Upvotes: 6.0, Comments: 1.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/o2ck0v/is\_flashpoint\_100\_safe/

2 Quotations:

## icon 171:1 ¶ 1 in FlashPointArchive\_o2ck0v.txt

Codes:

● Purpose of post: Support  ● Usability barriers: Safety concerns

Content:

Is Flashpoint 100% safe?

## icon 171:2 ¶ 3 in FlashPointArchive\_o2ck0v.txt

Codes:

● Usability barriers: Technical / performance issue with tool

Content:

I decided to play some really crappy old flash games no one would play just for laughs. My computer started to freak out, and it detect files as viruses. I tried restoring them, and adding them to trust list, but then it detected like 5 more files as viruses. Is this normal, and is it safe to restore them?

# icon 172 FlashPointArchive\_o8w9id.txt

Content:

Title: Glean 1 and 2 are broken. Help!

Body: You know, the 2D mining/platforming games with the drill robots gathering resources to explore new planets? I was excited to replay this series in particular, but both games stop working after the tutorial.

Upon beating the openings and selecting the planet jump icon, the player is taken to a video cutscene that doesn't load. It says to click exit/press escape key to return to game, but each time it just drops me back into the tutorial.

Are the developers of Flashpoint still fixing games, and is this the right place to report glitches?

Subreddit: FlashPointArchive

Upvotes: 4.0, Comments: 1.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/o8w9id/glean\_1\_and\_2\_are\_broken\_help/

5 Quotations:

## icon 172:1 ¶ 1 in FlashPointArchive\_o8w9id.txt

Codes:

● Purpose of post: Support

Content:

Glean 1 and 2 are broken. Help!

## icon 172:2 ¶ 3 in FlashPointArchive\_o8w9id.txt

Codes:

● Design: Graphics style  ● In-game narrative / structure: Game context

Content:

2D mining/platforming games with the drill robots gathering resources to explore new planets?

## icon 172:3 ¶ 1 in FlashPointArchive\_o8w9id.txt

Codes:

● Game metadata: Part of game series  ● Game metadata: Title

Content:

Glean 1 and 2

## icon 172:4 ¶ 3 in FlashPointArchive\_o8w9id.txt

Codes:

● Usability barriers: Technical / performance issue with game

Content:

but both games stop working after the tutorial

## icon 172:6 ¶ 5 in FlashPointArchive\_o8w9id.txt

Codes:

● In-game narrative / structure: Scene description  ● Usability barriers: Technical / performance issue with game

Content:

Upon beating the openings and selecting the planet jump icon, the player is taken to a video cutscene that doesn't load. It says to click exit/press escape key to return to game, but each time it just drops me back into the tutorial.

# icon 173 FlashPointArchive\_omvfqj.txt

Content:

Title: I'm suddenly unable to download any games on linux

Body: Hello,

I've been using Flashpoint on Arch Linux, it was working fine yesterday however no new games will load at all today.

&#x200B;

A quick look at the logs shows that the files outright aren't being downloaded but I have no idea why (opening [archive.org](https://archive.org) link prompts me to download the swf file so I don't think there's any issue with my connection)

&#x200B;

Log extract:

[18:19:58] Server: Serving File From Base URLs: /i.notdoppler.com/files/formularacer2012.swf

Using Base: Dri0m

Creating File Pointer Resource From URL: http://unstable.life/Flashpoint/Server/htdocs/i.notdoppler.com/files/formularacer2012.swf

[18:19:59] Failed to Open File

Using Base: Auditorium

Creating File Pointer Resource From URL: http://archive.org/download/NewgroundsAuditorium/Newgrounds Auditorium.zip/Data/Games/Flash/htdocs/i.notdoppler.com/files/formularacer2012.swf

[18:20:00] Downloading File To: htdocs/i.notdoppler.com/files/formularacer2012.swf

[18:20:00] Empty File

Outside of the above happening when a new game is loaded, I don't see any error's coming from the logs.

Subreddit: FlashPointArchive

Upvotes: 10.0, Comments: 2.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/omvfqj/im\_suddenly\_unable\_to\_download\_any\_games\_on\_linux/

2 Quotations:

## icon 173:1 ¶ 1 in FlashPointArchive\_omvfqj.txt

Codes:

● Purpose of post: Support

Content:

Title: I'm suddenly unable to download any games on linux

## icon 173:2 ¶ 6 in FlashPointArchive\_omvfqj.txt

Codes:

● Usability barriers: Platform compatibility issue

Content:

I've been using Flashpoint on Arch Linux, it was working fine yesterday however no new games will load at all today.

# icon 174 FlashPointArchive\_p4c9ix.txt

Content:

Title: Arrow keys don't work

Body: I noticed two other posts with the same issue, but it doesn't look like it's been solved.

I can't play Drakens Värld, I can play every other game just fine, I tested another game that uses the arrow keys that was also made by the same people (SVT) and they work wonderfully, so my best assumption is that it's the game itself being fucked.

How do I fix this? Is it working for everyone else?

Subreddit: FlashPointArchive

Upvotes: 7.0, Comments: 4.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/p4c9ix/arrow\_keys\_dont\_work/

1 Quotations:

## icon 174:1 ¶ 1 in FlashPointArchive\_p4c9ix.txt

Codes:

● Purpose of post: Support  ● Usability barriers: Technical / performance issue with tool

Content:

Arrow keys don't work

# icon 175 FlashPointArchive\_p4wvd7.txt

Content:

Title: vortex point 4 unauthorized game

Body: so recently i downloaded vortex point 4 from the carmel games flash game files. i put it in the folder and stuff, but a bit after i opened the game, it said "UNAUTHORIZED GAME! This site blocked outgoing links in this game and game will not work as it should. Please search for this game on your favorite search engine." can someone please help?

Subreddit: FlashPointArchive

Upvotes: 3.0, Comments: 1.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/p4wvd7/vortex\_point\_4\_unauthorized\_game/

4 Quotations:

## icon 175:1 ¶ 1 in FlashPointArchive\_p4wvd7.txt

Codes:

● Purpose of post: Support

Content:

vortex point 4 unauthorized game

## icon 175:2 ¶ 1 in FlashPointArchive\_p4wvd7.txt

Codes:

● Usability barriers: Technical / performance issue with tool

Content:

unauthorized game

## icon 175:3 ¶ 3 in FlashPointArchive\_p4wvd7.txt

Codes:

● Usability barriers: Technical / performance issue with tool

Content:

his site blocked outgoing links in this game and game will not work as it should.

## icon 175:4 ¶ 3 in FlashPointArchive\_p4wvd7.txt

Codes:

● Usability barriers: Platform compatibility issue

Content:

so recently i downloaded vortex point 4 from the carmel games flash game files. i put it in the folder and stuff, but a bit after i opened the game, it said "UNAUTHORIZED GAME!

# icon 176 FlashPointArchive\_phjn2f.txt

Content:

Title: I cant find any of the games

Body: nan

Subreddit: FlashPointArchive

Upvotes: 5.0, Comments: 5.0

URL: https://i.redd.it/6z7u8ee7kel71.png

2 Quotations:

## icon 176:1 ¶ 1 in FlashPointArchive\_phjn2f.txt

Codes:

● Purpose of post: Support

Content:

Title: I cant find any of the games

## icon 176:2 ¶ 1 in FlashPointArchive\_phjn2f.txt

Codes:

● Usability barriers: Access issues  ● Usability barriers: Technical / performance issue with tool

Content:

ant find any of the games

# icon 177 FlashPointArchive\_pjzgak.txt

Content:

Title: flashpoint won't start

Body: i use the start flashpoint shortcut and it says it can't find flashpoint.exe. I then try running the exe directly and it shows the processes in task manager but doesn't pop up. If i redownload the first time i run it it works fine but i lose all of my playlists

Subreddit: FlashPointArchive

Upvotes: 5.0, Comments: 3.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/pjzgak/flashpoint\_wont\_start/

3 Quotations:

## icon 177:1 ¶ 1 in FlashPointArchive\_pjzgak.txt

Codes:

● Purpose of post: Support  ● Usability barriers: Technical / performance issue with tool

Content:

Title: flashpoint won't start

## icon 177:2 ¶ 3 in FlashPointArchive\_pjzgak.txt

Codes:

● Usability barriers: Technical / performance issue with tool

Content:

i use the start flashpoint shortcut and it says it can't find flashpoint.exe

## icon 177:3 ¶ 3 in FlashPointArchive\_pjzgak.txt

Codes:

● Usability barriers: Technical / performance issue with tool

Content:

. If i redownload the first time i run it it works fine but i lose all of my playlist

# icon 178 FlashPointArchive\_pzkt8l.txt

Content:

Title: Flashpoint 10.1 - "Absence II" is out! +20k new games/animations, 2 new plugins supported and more!

Body: nan

Subreddit: FlashPointArchive

Upvotes: 13.0, Comments: 11.0

URL: https://bluemaxima.org/flashpoint/downloads/

1 Quotations:

## icon 178:2 ¶ 3 in FlashPointArchive\_pzkt8l.txt

Codes:

● Purpose of post: Not relevant / broken post

Content:

Body: nan

# icon 179 FlashPointArchive\_q8o6l8.txt

Content:

Title: help me solve this issue

Body: sometimes when i try to download games there is an error screen that reads

"no working sources available for this game data

downloading for source "[https://download.unstable.life/gib-roms/output.source](https://download.unstable.life/gib-roms/output.source)" failed:

error opening axios [request.do](https://request.do) you have internet access?:error: certificate has expired"

Subreddit: FlashPointArchive

Upvotes: 4.0, Comments: 1.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/q8o6l8/help\_me\_solve\_this\_issue/

2 Quotations:

## icon 179:1 ¶ 1 in FlashPointArchive\_q8o6l8.txt

Codes:

● Purpose of post: Support  ● Usability barriers: Technical / performance issue with tool

Content:

Title: help me solve this issue

## icon 179:2 ¶ 3 – 7 in FlashPointArchive\_q8o6l8.txt

Codes:

● Usability barriers: Technical / performance issue with tool

Content:

sometimes when i try to download games there is an error screen that reads

"no working sources available for this game data

downloading for source "[https://download.unstable.life/gib-roms/output.source](https://download.unstable.life/gib-roms/output.source)" failed:

# icon 180 FlashPointArchive\_qyp5pm.txt

Content:

Title: Help me. I tried to download a new version but when I did, I got this screenshot. I'm trying to download it from the internet archive but it's super slow. Can anyone help me fix this?

Body: nan

Subreddit: FlashPointArchive

Upvotes: 3.0, Comments: 1.0

URL: https://i.redd.it/slvqvsb7aw081.png

1 Quotations:

## icon 180:1 ¶ 1 in FlashPointArchive\_qyp5pm.txt

Codes:

● Purpose of post: Support  ● Usability barriers: Technical / performance issue with tool

Content:

Help me. I tried to download a new version but when I did, I got this screenshot. I'm trying to download it from the internet archive but it's super slow. Can anyone help me fix this?

# icon 181 FlashPointArchive\_r0xxs5.txt

Content:

Title: This time when I downloaded the new flashpoint, none of the games downloaded.

Body: nan

Subreddit: FlashPointArchive

Upvotes: 3.0, Comments: 5.0

URL: https://www.reddit.com/gallery/r0xxs5

1 Quotations:

## icon 181:1 ¶ 1 in FlashPointArchive\_r0xxs5.txt

Codes:

● Purpose of post: Support  ● Usability barriers: Technical / performance issue with game

Content:

This time when I downloaded the new flashpoint, none of the games downloaded.

# icon 182 FlashPointArchive\_regcvx.txt

Content:

Title: Most games work, but every now and then I find one that only has a white screen

Body: This happens more with larger file games, with the one I'm currently trying to load being "Lady and the Tramp: Adopt A Virtual Puppy" (old game I played as a kid and want to play again for the nostalgia). This game was only available on an old DvD of the movie, so there isn't a place to find a file location for it online. I know it's not an issue with my antivirus; I have norton and almost all other games work for me. It's just a random few that sit on the white screen. Is there something I need to do to fix this or do their files just not work?

Subreddit: FlashPointArchive

Upvotes: 5.0, Comments: 0.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/regcvx/most\_games\_work\_but\_every\_now\_and\_then\_i\_find\_one/

5 Quotations:

## icon 182:1 ¶ 1 in FlashPointArchive\_regcvx.txt

Codes:

● Purpose of post: Support

Content:

Most games work, but every now and then I find one that only has a white screen

## icon 182:2 ¶ 3 in FlashPointArchive\_regcvx.txt

Codes:

● Experience and preservation: Nostalgia

Content:

(old game I played as a kid and want to play again for the nostalgia).

## icon 182:3 ¶ 3 in FlashPointArchive\_regcvx.txt

Codes:

● Game metadata: Title

Content:

"Lady and the Tramp: Adopt A Virtual Puppy"

## icon 182:4 ¶ 3 in FlashPointArchive\_regcvx.txt

Codes:

● Usability barriers: Technical / performance issue with tool

Content:

: This happens more with larger file games, with the one I'm currently trying to load being

## icon 182:5 ¶ 3 in FlashPointArchive\_regcvx.txt

Codes:

● Usability barriers: Technical / performance issue with game

Content:

his game was only available on an old DvD of the movie, so there isn't a place to find a file location for it online. I know it's not an issue with my antivirus; I have norton and almost all other games work for me. It's just a random few that sit on the white screen. Is there something I need to do to fix this or do their files just not work

# icon 183 FlashPointArchive\_ury84k.txt

Content:

Title: What's with the graphical glitching???? [Infinity 10.1 & Core 10]

Body: nan

Subreddit: FlashPointArchive

Upvotes: 12.0, Comments: 2.0

URL: https://i.redd.it/pccv16ag44091.png

1 Quotations:

## icon 183:1 ¶ 1 in FlashPointArchive\_ury84k.txt

Codes:

● Purpose of post: Support  ● Usability barriers: Technical / performance issue with game

Content:

What's with the graphical glitching???? [Infinity 10.1 & Core 10]

# icon 184 FlashPointArchive\_uti4yc.txt

Content:

Title: Flashpoint curators, what's the weirdest game that you curated that is SFW?

Body: (I do not want anything NSFW)

Subreddit: FlashPointArchive

Upvotes: 8.0, Comments: 6.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/uti4yc/flashpoint\_curators\_whats\_the\_weirdest\_game\_that/

1 Quotations:

## icon 184:1 ¶ 1 in FlashPointArchive\_uti4yc.txt

Codes:

● Purpose of post: Discussion

Content:

Flashpoint curators, what's the weirdest game that you curated that is SFW?

# icon 185 FlashPointArchive\_v332kc.txt

Content:

Title: Flashpoint Ultimate: What's the easiest way to keep all games, and reduce size? Sub 512GB possible?

Body: Hey everyone...

As the title shows. I'd like to fit all games on a usb drive. How can I make it smaller because I got a ton of 500-512GB drives I don't use.

Thanks a bunch!

Subreddit: FlashPointArchive

Upvotes: 12.0, Comments: 6.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/v332kc/flashpoint\_ultimate\_whats\_the\_easiest\_way\_to\_keep/

2 Quotations:

## icon 185:1 ¶ 1 in FlashPointArchive\_v332kc.txt

Codes:

● Purpose of post: Support

Content:

Flashpoint Ultimate: What's the easiest way to keep all games, and reduce size? Sub 512GB possible?

## icon 185:2 ¶ 5 in FlashPointArchive\_v332kc.txt

Codes:

● Requirements: Technical requirement

Content:

As the title shows. I'd like to fit all games on a usb drive. How can I make it smaller because I got a ton of 500-512GB drives I don't use.

# icon 186 FlashPointArchive\_vtfd7x.txt

Content:

Title: Can you go back to earlier savestates in games through Flashpoint?

Body: See question.

Subreddit: FlashPointArchive

Upvotes: 4.0, Comments: 2.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/vtfd7x/can\_you\_go\_back\_to\_earlier\_savestates\_in\_games/

2 Quotations:

## icon 186:1 ¶ 1 in FlashPointArchive\_vtfd7x.txt

Codes:

● Purpose of post: Support

Content:

Can you go back to earlier savestates in games through Flashpoint?

## icon 186:2 ¶ 1 in FlashPointArchive\_vtfd7x.txt

Codes:

● Experience and preservation: Game preservation  ● Requirements: Technical requirement

Content:

go back to earlier savestates

# icon 187 FlashPointArchive\_vu2606.txt

Content:

Title: I'm looking for this Snowball Fight game. Does anyone know if Flashpoint has it?

Body: nan

Subreddit: FlashPointArchive

Upvotes: 6.0, Comments: 3.0

URL: https://www.youtube.com/watch?v=iqvVgFp5XhI

1 Quotations:

## icon 187:1 ¶ 1 in FlashPointArchive\_vu2606.txt

Codes:

● Purpose of post: Game search

Content:

I'm looking for this Snowball Fight game. Does anyone know if Flashpoint has it?

# icon 188 FlashPointArchive\_vx967k.txt

Content:

Title: Looking for this game in Flashpoint. Here is the drawing of what I remember

Body: nan

Subreddit: FlashPointArchive

Upvotes: 40.0, Comments: 6.0

URL: https://i.redd.it/4j94cx1sj4b91.jpg

1 Quotations:

## icon 188:1 ¶ 1 in FlashPointArchive\_vx967k.txt

Codes:

● Purpose of post: Game search

Content:

Looking for this game in Flashpoint. Here is the drawing of what I remember

# icon 189 FlashPointArchive\_w2784k.txt

Content:

Title: How do I set my own quality in my flash game?

Body: Im playing undefeated spider and that game can have literally thousands of "bullets" on the screen at once. When ever I try to set quality to low, flashpoint "automagically" sets it back to high. How can i set it to low permanently?

Subreddit: FlashPointArchive

Upvotes: 3.0, Comments: 1.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/w2784k/how\_do\_i\_set\_my\_own\_quality\_in\_my\_flash\_game/

3 Quotations:

## icon 189:1 ¶ 1 in FlashPointArchive\_w2784k.txt

Codes:

● Purpose of post: Support

Content:

How do I set my own quality in my flash game?

## icon 189:2 ¶ 3 in FlashPointArchive\_w2784k.txt

Codes:

● Requirements: Technical requirement

Content:

When ever I try to set quality to low, flashpoint "automagically" sets it back to high.

## icon 189:3 ¶ 3 in FlashPointArchive\_w2784k.txt

Codes:

● In-game narrative / structure: Scene description

Content:

Body: Im playing undefeated spider and that game can have literally thousands of "bullets" on the screen at once.

# icon 190 FlashPointArchive\_wqti3a.txt

Content:

Title: what is this game called?

Body: nan

Subreddit: FlashPointArchive

Upvotes: 17.0, Comments: 1.0

URL: https://i.redd.it/fqi4lbnowai91.jpg

1 Quotations:

## icon 190:1 ¶ 1 in FlashPointArchive\_wqti3a.txt

Codes:

● Purpose of post: Game search

Content:

Title: what is this game called?

# icon 191 FlashPointArchive\_x1cmff.txt

Content:

Title: Missing game icons on alot of games... anyway I can fix this?

Body: nan

Subreddit: FlashPointArchive

Upvotes: 12.0, Comments: 4.0

URL: https://i.redd.it/ecw32p3pysk91.png

2 Quotations:

## icon 191:1 ¶ 1 in FlashPointArchive\_x1cmff.txt

Codes:

● Purpose of post: Support

Content:

Missing game icons on alot of games.

## icon 191:2 ¶ 1 in FlashPointArchive\_x1cmff.txt

Codes:

● Usability barriers: Interaction barriers

Content:

Missing game icons on alot of games... anyway I can fix this?

# icon 192 FlashPointArchive\_x7zsmy.txt

Content:

Title: White screen in Mutilate a doll 2

Body: A white screen appears whenever I click the play button how do i fix it?

Subreddit: FlashPointArchive

Upvotes: 3.0, Comments: 2.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/x7zsmy/white\_screen\_in\_mutilate\_a\_doll\_2/

3 Quotations:

## icon 192:1 ¶ 1 in FlashPointArchive\_x7zsmy.txt

Codes:

● Game metadata: Title

Content:

Mutilate a doll 2

## icon 192:2 ¶ 1 in FlashPointArchive\_x7zsmy.txt

Codes:

● Purpose of post: Support  ● Usability barriers: Technical / performance issue with game

Content:

Title: White screen in Mutilate a doll 2

## icon 192:3 ¶ 3 in FlashPointArchive\_x7zsmy.txt

Codes:

● Usability barriers: Access issues  ● Usability barriers: Technical / performance issue with game

Content:

A white screen appears whenever I click the play button how do i fix it?

# icon 193 FlashPointArchive\_xgnhsd.txt

Content:

Title: Is there any way to redownload legacy games?

Body: I noticed that some legacy games in my copy of flashpoint didn't download properly and have an internal file size of 0kb, meaning they can't be played, while some others don't have extra content that they're supposed to - is there any way, short of redownloading the entire thing (which I really don't want to do) to redownload a specific legacy game and hopefully fix these issues?

As a second question, while I'm here, is there any way to control whether a game starts in Basilisk vs the Flash Emulator? There are some that are starting in the emulator that I think might work better for me on Basilisk.

Subreddit: FlashPointArchive

Upvotes: 6.0, Comments: 0.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/xgnhsd/is\_there\_any\_way\_to\_redownload\_legacy\_games/

2 Quotations:

## icon 193:1 ¶ 1 in FlashPointArchive\_xgnhsd.txt

Codes:

● Purpose of post: Support

Content:

Title: Is there any way to redownload legacy games?

## icon 193:2 ¶ 3 in FlashPointArchive\_xgnhsd.txt

Codes:

● Requirements: Technical requirement

Content:

Body: I noticed that some legacy games in my copy of flashpoint didn't download properly and have an internal file size of 0kb, meaning they can't be played, while some others don't have extra content that they're supposed to - is there any way, short of redownloading the entire thing (which I really don't want to do) to redownload a specific legacy game and hopefully fix these issues?

# icon 194 FlashPointArchive\_y7wbff.txt

Content:

Title: I get this error when trying to make a shortcut, does anyone know what might be wrong?

Body: nan

Subreddit: FlashPointArchive

Upvotes: 6.0, Comments: 1.0

URL: https://i.redd.it/kkoo4cbewpu91.png

1 Quotations:

## icon 194:1 ¶ 1 in FlashPointArchive\_y7wbff.txt

Codes:

● Purpose of post: Support  ● Usability barriers: Technical / performance issue with tool

Content:

I get this error when trying to make a shortcut, does anyone know what might be wrong?

# icon 195 FlashPointArchive\_y8qtgx.txt

Content:

Title: Shockwave games problems

Body: so i recently downloaded Flashpoint on my M1 Mac and it runs great! been having a nostalgia trip for games i've not played in 15+ yrars. Anyway, i was testing out some Shockwave games like Ben 10: Battle Ready and Arthur: The Music Box, but they have no sound and i can't enlarge the window. Is this a thing that can't be fixed? I've looked for a solution for the no sound problem, but didn't find anything. Thanks for the help!

Subreddit: FlashPointArchive

Upvotes: 7.0, Comments: 0.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/y8qtgx/shockwave\_games\_problems/

4 Quotations:

## icon 195:1 ¶ 3 in FlashPointArchive\_y8qtgx.txt

Codes:

● Experience and preservation: Nostalgia

Content:

been having a nostalgia trip for games i've not played in 15+ yrars

## icon 195:2 ¶ 3 in FlashPointArchive\_y8qtgx.txt

Codes:

● Game metadata: Title

Content:

Ben 10: Battle Ready and Arthur: The Music Box,

## icon 195:3 ¶ 3 in FlashPointArchive\_y8qtgx.txt

Codes:

● Usability barriers: Technical / performance issue with game

Content:

they have no sound and i can't enlarge the window

## icon 195:4 ¶ 1 in FlashPointArchive\_y8qtgx.txt

Codes:

● Purpose of post: Support

Content:

Shockwave games problems

# icon 196 FlashPointArchive\_y9qf5u.txt

Content:

Title: Flashpoint Docker Version Segmentation Failure

Body: localuser:root being added to access control list

./flashpoint: line 18: 7664 Segmentation fault "${FP\_LOC}/Launcher/flashpoint-launcher"

localuser:root being removed from access control list

php: no process found

Error: no container with name or ID "gamezip" found: no such container

I installed the docker version of flashpoint (08-07-22\\_linux\\_infinity\\_13-27) on my Nobara 36 (Based on Fedora 36) instance, Ran the pull.sh script. when i run the "flashpoint" bash script it returns a segmentation fault.

Subreddit: FlashPointArchive

Upvotes: 5.0, Comments: 0.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/y9qf5u/flashpoint\_docker\_version\_segmentation\_failure/

1 Quotations:

## icon 196:1 ¶ 1 – 9 in FlashPointArchive\_y9qf5u.txt

Codes:

● Purpose of post: Not relevant / broken post  ● Usability barriers: Technical / performance issue with tool

Content:

Title: Flashpoint Docker Version Segmentation Failure

Body: localuser:root being added to access control list

./flashpoint: line 18: 7664 Segmentation fault "${FP\_LOC}/Launcher/flashpoint-launcher"

localuser:root being removed from access control list

php: no process found

Error: no container with name or ID "gamezip" found: no such container

I installed the docker version of flashpoint (08-07-22\\_linux\\_infinity\\_13-27) on my Nobara 36 (Based on Fedora 36) instance, Ran the pull.sh script. when i run the "flashpoint" bash script it returns a segmentation fault.

# icon 197 FlashPointArchive\_yo2fv6.txt

Content:

Title: How to making flash more stable? Also more fps than i have?

Body: I using flashpoint 11, and it lagging while i playing Bunni how we first met or Epic Battle Fantasy 1.

&#x200B;

Is there a way to fix it?

Subreddit: FlashPointArchive

Upvotes: 3.0, Comments: 1.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/yo2fv6/how\_to\_making\_flash\_more\_stable\_also\_more\_fps/

3 Quotations:

## icon 197:1 ¶ 1 in FlashPointArchive\_yo2fv6.txt

Codes:

● Purpose of post: Support

Content:

How to making flash more stable? Also more fps than i have?

## icon 197:2 ¶ 3 in FlashPointArchive\_yo2fv6.txt

Codes:

● Game metadata: Title

Content:

Bunni how we first met or Epic Battle Fantasy 1.

## icon 197:3 ¶ 3 in FlashPointArchive\_yo2fv6.txt

Codes:

● Usability barriers: Technical / performance issue with game

Content:

I using flashpoint 11, and it lagging while i playing Bunni how we first met or Epic Battle Fantasy 1.

# icon 198 FlashPointArchive\_yosqtw.txt

Content:

Title: Anyone know how to fix this white screen in BFAHP?

Body: nan

Subreddit: FlashPointArchive

Upvotes: 5.0, Comments: 1.0

URL: https://i.redd.it/14aalb266ky91.png

2 Quotations:

## icon 198:1 ¶ 1 in FlashPointArchive\_yosqtw.txt

Codes:

● Purpose of post: Support  ● Usability barriers: Access issues  ● Usability barriers: Technical / performance issue with game

Content:

Anyone know how to fix this white screen in BFAHP?

## icon 198:2 ¶ 1 in FlashPointArchive\_yosqtw.txt

Codes:

● Game metadata: Title

Content:

BFAHP

# icon 199 FlashPointArchive\_zgik4j.txt

Content:

Title: Virus/Trojan in flashpoint ultimate?

Body: nan

Subreddit: FlashPointArchive

Upvotes: 7.0, Comments: 5.0

URL: https://i.redd.it/fg484qfqet4a1.png

1 Quotations:

## icon 199:1 ¶ 1 in FlashPointArchive\_zgik4j.txt

Codes:

● Purpose of post: Support  ● Usability barriers: Safety concerns

Content:

Virus/Trojan in flashpoint ultimate?

# icon 200 FlashPointArchive\_zofjvr.txt

Content:

Title: Is it just me or does the All Games tab doesn't have 'all' games?

Body: The All Games tab has less games included compared to the Flashpoint Super Hall of Fame.

[Here's a screenshot of the scroller for the All Games tab](https://preview.redd.it/83xjc990ri6a1.png?width=88&format=png&auto=webp&s=390db605304b2c40b4504830f5a1faef9cb8e419)

[And here's a screenshot for the Flashpoint Super Hall of Fame tab](https://preview.redd.it/t1fu6n33ri6a1.png?width=132&format=png&auto=webp&s=fecccbfe8729f815eb79d0e1d8289798757bfd71)

Is there any way I can get more games onto the all games tab? I remember a year or so before the all games tab used to have more games, even if it was mostly some weird barbie doll doctor games or whatever, but there's a lot of games I remember that this collection doesn't include at all. Anything I can do to fix this?

Subreddit: FlashPointArchive

Upvotes: 4.0, Comments: 1.0

URL: https://www.reddit.com/r/FlashpointArchive/comments/zofjvr/is\_it\_just\_me\_or\_does\_the\_all\_games\_tab\_doesnt/

1 Quotations:

## icon 200:1 ¶ 1 in FlashPointArchive\_zofjvr.txt

Codes:

● Purpose of post: Support  ● Usability barriers: Technical / performance issue with tool

Content:

Is it just me or does the All Games tab doesn't have 'all' games?

# icon 201 tipofmyjoystick\_1buq51x.txt

Content:

Title: [PC][2005ish] Chinese flash game where you moustache whip people

Body: Flash game where you go through levels and fight different weird Chinese men and bosses from a first person POV using only your moustache as a whip and timing it correctly.

Subreddit: tipofmyjoystick

Upvotes: 5.0, Comments: 2.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/1buq51x/pc2005ish\_chinese\_flash\_game\_where\_you\_moustache/

7 Quotations:

## icon 201:1 ¶ 1 in tipofmyjoystick\_1buq51x.txt

Codes:

● Game metadata: Release date / last played

Content:

2005ish]

## icon 201:2 ¶ 1 in tipofmyjoystick\_1buq51x.txt

Codes:

● Game metadata: Website / location

Content:

Chinese

## icon 201:3 ¶ 1 in tipofmyjoystick\_1buq51x.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

moustache whip people

## icon 201:4 ¶ 1 in tipofmyjoystick\_1buq51x.txt

Codes:

● Purpose of post: Game search

Content:

Title: [PC][2005ish] Chinese flash game where you moustache whip people

## icon 201:5 ¶ 3 in tipofmyjoystick\_1buq51x.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

fight different weird Chinese men

## icon 201:6 ¶ 3 in tipofmyjoystick\_1buq51x.txt

Codes:

● Design: Graphics style

Content:

first person POV

## icon 201:7 ¶ 3 in tipofmyjoystick\_1buq51x.txt

Codes:

● Game metadata: Weapons / tools

Content:

moustache

# icon 202 tipofmyjoystick\_1chakxo.txt

Content:

Title: [PC (Possibly others)][After 2010 i think] Stickman flash game

Body: \*\*Platform(s): PC (Possibly others)\*\*

\*\*Genre: Fightning\*\*

\*\*Estimated year of release: After 2010\*\*

\*\*Notable characters: Five stickmans with a blue robotic head and red eyes in the first stage.\*\*

\*\*Notable gameplay mechanics: You could kick them and you could dash if i remember right.\*\*

\*\*Other details: The game had its starting screen black with some green text and outline. You could change the color of the characters too.\*\*

\*\*Overview:\*\*

It was a stickman game where you had to fight some kind of enemies with some robot suits, it was like 5 of them, and there was other stages, i remember there was one with some people with fire. the menu screen was also black with green text and outlines, and you could choose the color of your stickman.

Subreddit: tipofmyjoystick

Upvotes: 3.0, Comments: 5.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/1chakxo/pc\_possibly\_othersafter\_2010\_i\_think\_stickman/

12 Quotations:

## icon 202:1 ¶ 1 in tipofmyjoystick\_1chakxo.txt

Codes:

● Purpose of post: Game search

Content:

Title: [PC (Possibly others)][After 2010 i think] Stickman flash game

## icon 202:2 ¶ 1 in tipofmyjoystick\_1chakxo.txt

Codes:

● Game metadata: Release date / last played

Content:

After 2010 i think

## icon 202:3 ¶ 5 in tipofmyjoystick\_1chakxo.txt

Codes:

● Game metadata: Game genre

Content:

\*\*Genre: Fightning\*\*

## icon 202:4 ¶ 7 in tipofmyjoystick\_1chakxo.txt

Codes:

● Game metadata: Release date / last played

Content:

\*\*Estimated year of release: After 2010\*\*

## icon 202:5 ¶ 9 in tipofmyjoystick\_1chakxo.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

Five stickmans with a blue robotic head and red eyes i

## icon 202:6 ¶ 11 in tipofmyjoystick\_1chakxo.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

You could kick them and you could dash if i remember right.\*\*

## icon 202:7 ¶ 13 in tipofmyjoystick\_1chakxo.txt

Codes:

● In-game narrative / structure: Customisation options

Content:

You could change the color of the characters too.\*\*

## icon 202:8 ¶ 13 in tipofmyjoystick\_1chakxo.txt

Codes:

● Design: Background imagery  ● In-game narrative / structure: Scene description

Content:

\*\*Other details: The game had its starting screen black with some green text and outline.

## icon 202:9 ¶ 17 in tipofmyjoystick\_1chakxo.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

It was a stickman game

## icon 202:10 ¶ 17 in tipofmyjoystick\_1chakxo.txt

Codes:

● Design: Graphics style

Content:

It was a stickman game w

## icon 202:11 ¶ 17 in tipofmyjoystick\_1chakxo.txt

Codes:

● In-game narrative / structure: Game progression

Content:

and there was other stages

## icon 202:12 ¶ 17 in tipofmyjoystick\_1chakxo.txt

Codes:

● Design: Graphics style

Content:

. the menu screen was also black with green text and outlines

# icon 203 tipofmyjoystick\_1ciyn7c.txt

Content:

Title: [PC/Flash][mid-late 2000's]Flash game about some competition with a guy with a helmet.

Body: \*\*Platform(s):\*\* Browser/Flash

\*\*Genre:\*\* Platform/Sidescroller

\*\*Estimated year of release:\*\* mid-Late 2000

\*\*Graphics/art style:\*\* Cartoonish

\*\*Notable characters:\*\* Guy with a red shorts, white tank top, and red and white helmet like those from stunt guys (the shoot themselves with a cannon) with a visor.

\*\*Notable gameplay mechanics:\*\* there was an mechanic that the main character gets slowed when wet.

\*\*Other details:\*\* It was about the character participating on a kinda of a competition, there was a stage where there was a whale blood ocean.

Subreddit: tipofmyjoystick

Upvotes: 4.0, Comments: 2.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/1ciyn7c/pcflashmidlate\_2000sflash\_game\_about\_some/

9 Quotations:

## icon 203:1 ¶ 9 in tipofmyjoystick\_1ciyn7c.txt

Codes:

● Design: Graphics style

Content:

\*\*Graphics/art style:\*\* Cartoonish

## icon 203:2 ¶ 7 in tipofmyjoystick\_1ciyn7c.txt

Codes:

● Game metadata: Release date / last played

Content:

\*\*Estimated year of release:\*\* mid-Late 2000

## icon 203:4 ¶ 1 in tipofmyjoystick\_1ciyn7c.txt

Codes:

● Game metadata: Release date / last played

Content:

[mid-late 2000's]F

## icon 203:5 ¶ 1 in tipofmyjoystick\_1ciyn7c.txt

Codes:

● Purpose of post: Game search

Content:

Title: [PC/Flash][mid-late 2000's]Flash game about some competition with a guy with a helmet.

## icon 203:6 ¶ 5 in tipofmyjoystick\_1ciyn7c.txt

Codes:

○ Design: Perspective  ● Game metadata: Game genre

Content:

\*\*Genre:\*\* Platform/Sidescroller

## icon 203:7 ¶ 11 in tipofmyjoystick\_1ciyn7c.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

Guy with a red shorts, white tank top, and red and white helmet like those from stunt guy

## icon 203:8 ¶ 13 in tipofmyjoystick\_1ciyn7c.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

\* there was an mechanic that the main character gets slowed when wet.

## icon 203:9 ¶ 15 in tipofmyjoystick\_1ciyn7c.txt

Codes:

● In-game narrative / structure: Scene description

Content:

It was about the character participating on a kinda of a competition

## icon 203:10 ¶ 15 in tipofmyjoystick\_1ciyn7c.txt

Codes:

● In-game narrative / structure: Scene description

Content:

there was a stage where there was a whale blood ocean.

# icon 204 tipofmyjoystick\_1ck37wb.txt

Content:

Title: [FLASH][PC] Mid 2000s Mage Tribe Flash Game

Body: Hi, I'm looking for a flash game where you initially choose from 1 of a selection of (maybe) 5 different tribes/clans. They were themed different colors. But after you did this, you entered the game and tried to level yourself and your stats up to become the chief of your tribe. I believe you traversed the map by clicking buttons on the screen to change pages. But on the game's main interaction screen at the bottom there was a Tavern that you could go into and either drink to replenish health or fight someone from a different tribe. Each time you fight someone there, the opponent got harder. When you fight the opponent, you arc these flaming balls that are the color of your tribe at the enemy in a turn-based fashion, and then your enemy does it back to you and you eventually see who loses the most health and dies.

Subreddit: tipofmyjoystick

Upvotes: 3.0, Comments: 2.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/1ck37wb/flashpc\_mid\_2000s\_mage\_tribe\_flash\_game/

6 Quotations:

## icon 204:1 ¶ 1 in tipofmyjoystick\_1ck37wb.txt

Codes:

● Purpose of post: Game search

Content:

Title: [FLASH][PC] Mid 2000s Mage Tribe Flash Game

## icon 204:2 ¶ 1 in tipofmyjoystick\_1ck37wb.txt

Codes:

● Game metadata: Release date / last played

Content:

] Mid 2000s

## icon 204:4 ¶ 3 in tipofmyjoystick\_1ck37wb.txt

Codes:

● In-game narrative / structure: Game progression

Content:

you entered the game and tried to level yourself and your stats up to become the chief of your tribe.

## icon 204:5 ¶ 3 in tipofmyjoystick\_1ck37wb.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

I believe you traversed the map by clicking buttons on the screen to change pages. But on the game's main interaction screen at the bottom there was a Tavern that you could go into and either drink to replenish health or fight someone from a different tribe.

## icon 204:6 ¶ 3 in tipofmyjoystick\_1ck37wb.txt

Codes:

● In-game narrative / structure: Game progression

Content:

Each time you fight someone there, the opponent got harder. When you fight the opponent, you arc these flaming balls that are the color of your tribe at the enemy in a turn-based fashion, and then your enemy does it back to you and you eventually see who loses the most health and dies.

## icon 204:7 ¶ 3 in tipofmyjoystick\_1ck37wb.txt

Codes:

● In-game narrative / structure: Game ending

Content:

, and then your enemy does it back to you and you eventually see who loses the most health and dies.

# icon 205 tipofmyjoystick\_1cm3bjh.txt

Content:

Title: [PC] [2000’s] Unserious 8-bit flash game involving a forest and an adult store

Body:

Hello all, I’m not the best with game terminology so please bear with me!

Platform(s): It was a Flash web game, so any PC or Mac should have been able to run it

Genre: I’m not entirely sure how to explain, but it was a single player adventure game

Estimated year of release: Definitely before 2010’s but I’d say early to mid-2000’s

Graphics/art: I want to say it was 8-bit style or like pixel art but may have been just slightly more detailed, dark/gloomy and gray foresty vibes, maybe one colorful store within the city area. It was 2D. The visual was of the city sky-down, like old Pokemon games, I don’t know what the name of that art/game style is.

Notable characters: I’m pretty sure everyone was human with the exception of one final boss demon/creature. No specific characters to name, though.

Notable gameplay mechanics: Very simple, go around the world and find keys/chests/whatever to “defeat” something deep in a forest.

Other details: I was a kid so I might be exaggerating but I remember it being more “adult” meaning swear words, a porn-y store, maybe some offensive commentary. I remember completing the game a few times, but the premise was to go around the gloomy city and find items/keys/chests/complete tasks by NPCs to eventually defeat some sort of evil in a forest at the end. It was silly and unserious from what I recall. I remember having to dig up a dead body or something at some point. It may have been based off an old cartoon but I may be wrong. It was on one of those miniclip/adult swim/cartoon network/etc game websites I think. Everything is fuzzy :(

It is still killing me that I cant find this PLEASE I’m so desperate

I’m so sorry for my lack of game knowledge

Subreddit: tipofmyjoystick

Upvotes: 3.0, Comments: 6.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/1cm3bjh/pc\_2000s\_unserious\_8bit\_flash\_game\_involving\_a/

16 Quotations:

## icon 205:1 ¶ 1 in tipofmyjoystick\_1cm3bjh.txt

Codes:

● Design: Graphics style

Content:

8-bit flash game

## icon 205:2 ¶ 1 in tipofmyjoystick\_1cm3bjh.txt

Codes:

● In-game narrative / structure: Game context

Content:

a forest and an adult store

## icon 205:3 ¶ 1 in tipofmyjoystick\_1cm3bjh.txt

Codes:

● In-game narrative / structure: Game context

Content:

Unserious

## icon 205:4 ¶ 8 in tipofmyjoystick\_1cm3bjh.txt

Codes:

● Game metadata: Gamemode single/multiplayer

Content:

single player

## icon 205:5 ¶ 8 in tipofmyjoystick\_1cm3bjh.txt

Codes:

● Game metadata: Game genre

Content:

adventure game

## icon 205:6 ¶ 10 in tipofmyjoystick\_1cm3bjh.txt

Codes:

● Game metadata: Release date / last played

Content:

2010’s but I’d say early to mid-2000’s

## icon 205:7 ¶ 12 in tipofmyjoystick\_1cm3bjh.txt

Codes:

● Design: Graphics style

Content:

8-bit style or like pixel art but may have been just slightly more detailed,

## icon 205:8 ¶ 12 in tipofmyjoystick\_1cm3bjh.txt

Codes:

● Design: Graphics style

Content:

It was 2D.

## icon 205:9 ¶ 12 in tipofmyjoystick\_1cm3bjh.txt

Codes:

● Design: Background imagery

Content:

The visual was of the city sky-down, like old Pokemon games, I don’t know what the name of that art/game style is.

## icon 205:10 ¶ 14 in tipofmyjoystick\_1cm3bjh.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

I’m pretty sure everyone was human with the exception of one final boss demon/creature. No specific characters to name, though.

## icon 205:11 ¶ 16 in tipofmyjoystick\_1cm3bjh.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

go around the world and find keys/chests/whatever to “defeat” something deep in a forest.

## icon 205:12 ¶ 18 in tipofmyjoystick\_1cm3bjh.txt

Codes:

● In-game narrative / structure: Game context

Content:

I remember it being more “adult” meaning swear words, a porn-y store, maybe some offensive commentary.

## icon 205:13 ¶ 18 in tipofmyjoystick\_1cm3bjh.txt

Codes:

● In-game narrative / structure: Game progression

Content:

I remember completing the game a few times, but the premise was to go around the gloomy city and find items/keys/chests/complete tasks by NPCs to eventually defeat some sort of evil in a forest at the end.

## icon 205:14 ¶ 18 in tipofmyjoystick\_1cm3bjh.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

I remember having to dig up a dead body or something at some point.

## icon 205:15 ¶ 18 in tipofmyjoystick\_1cm3bjh.txt

Codes:

● Game metadata: Website / location

Content:

It was on one of those miniclip/adult swim/cartoon network/etc game websites I think.

## icon 205:16 ¶ 1 in tipofmyjoystick\_1cm3bjh.txt

Codes:

● Purpose of post: Game search

Content:

Title: [PC] [2000’s] Unserious 8-bit flash game involving a forest and an adult store

# icon 206 tipofmyjoystick\_1cz9jqm.txt

Content:

Title: [PC][2000's, 2010's] Looking for an old flash game, featuring some animals driving into traffic

Body: To be more specific, it was some animals driving into traffic in revenge for road kill. As you drove, you'd hear REVENGE I think, and the goal was to cause as much destruction as possible with your one vehicle by driving into trains, oncoming traffic, gas stations, whatever.

Subreddit: tipofmyjoystick

Upvotes: 3.0, Comments: 2.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/1cz9jqm/pc2000s\_2010s\_looking\_for\_an\_old\_flash\_game/

4 Quotations:

## icon 206:1 ¶ 1 in tipofmyjoystick\_1cz9jqm.txt

Codes:

● In-game narrative / structure: Game context  ● Purpose of post: Game search

Content:

Title: [PC][2000's, 2010's] Looking for an old flash game, featuring some animals driving into traffic

## icon 206:2 ¶ 3 in tipofmyjoystick\_1cz9jqm.txt

Codes:

● In-game narrative / structure: Game context

Content:

, it was some animals driving into traffic in revenge for road kill.

## icon 206:3 ¶ 3 in tipofmyjoystick\_1cz9jqm.txt

Codes:

● Design: Reference to sound design

Content:

As you drove, you'd hear REVENGE I think

## icon 206:4 ¶ 3 in tipofmyjoystick\_1cz9jqm.txt

Codes:

● In-game narrative / structure: Game mechanics  ● In-game narrative / structure: Game progression

Content:

and the goal was to cause as much destruction as possible with your one vehicle by driving into trains, oncoming traffic, gas stations, whatever.

# icon 207 tipofmyjoystick\_1dj94pp.txt

Content:

Title: [PC] [2000-2007] medieval castle/tower defence flash game

Body: It was kind of like Age of War style but more realistic graphics, you could pour burning oil on enemies at your wall from a black cauldron, I think you could also aim your own arrows to shoot enemies.

Subreddit: tipofmyjoystick

Upvotes: 3.0, Comments: 5.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/1dj94pp/pc\_20002007\_medieval\_castletower\_defence\_flash/

7 Quotations:

## icon 207:1 ¶ 1 in tipofmyjoystick\_1dj94pp.txt

Codes:

● Game metadata: Release date / last played

Content:

2000-2007

## icon 207:2 ¶ 1 in tipofmyjoystick\_1dj94pp.txt

Codes:

● Purpose of post: Game search

Content:

medieval castle/tower defence flash game

## icon 207:3 ¶ 1 in tipofmyjoystick\_1dj94pp.txt

Codes:

● Game metadata: Game theme

Content:

medieval

## icon 207:4 ¶ 1 in tipofmyjoystick\_1dj94pp.txt

Codes:

● Game metadata: Game genre

Content:

castle/tower defence flash game

## icon 207:5 ¶ 3 in tipofmyjoystick\_1dj94pp.txt

Codes:

● Design: Graphics style  ● In-game narrative / structure: Similarity to other title

Content:

It was kind of like Age of War style

## icon 207:6 ¶ 3 in tipofmyjoystick\_1dj94pp.txt

Codes:

● Design: Graphics style

Content:

more realistic graphics

## icon 207:7 ¶ 3 in tipofmyjoystick\_1dj94pp.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

you could pour burning oil on enemies at your wall from a black cauldron,

# icon 208 tipofmyjoystick\_1dy6ky1.txt

Content:

Title: [FLASH][2000s] Flash game where you kill a family via furniture and objects

Body: I have forgotten the title of the game but I still vividly remember it. Basically, you start as some sort of blue blob monster entering a home, and you immediately get sent to the first screen. Here is the gameplay as follows:

The first scene is the grandpa in a yellowish living room. You can kill the grandpa by either clicking on the piano or having the chandelier fall on him.

The second scene is the brother typing on a computer inside a room. You can kill him via the air conditioning unit, the computer, or the minifridge.

The third scene is of the father watching TV. You can kill the guy via the electric guitar, and two scenes from the TV (you can click either the TV itself or a DVD player, not sure).

The fourth scene is the sister in a bathroom. You can kill her via the shower, the toilet paper, or the toilet.

Finally, the last scene is the mother in a kitchen. You can kill her via the microwave, a knife, and the fridge.

The end scene shows your overall score, what objects you missed, and what achievements you have gathered from playing.

Subreddit: tipofmyjoystick

Upvotes: 3.0, Comments: 11.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/1dy6ky1/flash2000s\_flash\_game\_where\_you\_kill\_a\_family\_via/

11 Quotations:

## icon 208:1 ¶ 1 in tipofmyjoystick\_1dy6ky1.txt

Codes:

● Purpose of post: Game search

Content:

Title: [FLASH][2000s] F

## icon 208:2 ¶ 1 in tipofmyjoystick\_1dy6ky1.txt

Codes:

● In-game narrative / structure: Game context

Content:

Flash game where you kill a family via furniture and objects

## icon 208:3 ¶ 3 in tipofmyjoystick\_1dy6ky1.txt

Codes:

● In-game narrative / structure: Game context

Content:

Basically, you start as some sort of blue blob monster entering a home, and you immediately get sent to the first screen. Here is the gameplay as follows:

## icon 208:4 ¶ 6 in tipofmyjoystick\_1dy6ky1.txt

Codes:

● Design: Background imagery  ● In-game narrative / structure: Scene description

Content:

The first scene is the grandpa in a yellowish living room

## icon 208:5 ¶ 6 in tipofmyjoystick\_1dy6ky1.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

You can kill the grandpa by either clicking on the piano or having the chandelier fall on him.

## icon 208:6 ¶ 8 in tipofmyjoystick\_1dy6ky1.txt

Codes:

● In-game narrative / structure: Scene description

Content:

The second scene is the brother typing on a computer inside a room.

## icon 208:8 ¶ 8 in tipofmyjoystick\_1dy6ky1.txt

Codes:

● In-game narrative / structure: Scene description

Content:

You can kill him via the air conditioning unit, the computer, or the minifridge.

## icon 208:9 ¶ 10 in tipofmyjoystick\_1dy6ky1.txt

Codes:

● In-game narrative / structure: Scene description

Content:

The third scene is of the father watching TV. You can kill the guy via the electric guitar, and two scenes from the TV (you can click either the TV itself or a DVD player, not sure).

## icon 208:10 ¶ 12 in tipofmyjoystick\_1dy6ky1.txt

Codes:

● In-game narrative / structure: Scene description

Content:

The fourth scene is the sister in a bathroom. You can kill her via the shower, the toilet paper, or the toilet.

## icon 208:11 ¶ 14 in tipofmyjoystick\_1dy6ky1.txt

Codes:

● In-game narrative / structure: Scene description

Content:

Finally, the last scene is the mother in a kitchen. You can kill her via the microwave, a knife, and the fridge.

## icon 208:12 ¶ 16 in tipofmyjoystick\_1dy6ky1.txt

Codes:

● In-game narrative / structure: Game ending

Content:

The end scene shows your overall score, what objects you missed, and what achievements you have gathered from playing.

# icon 209 tipofmyjoystick\_1f5zj61.txt

Content:

Title: [Flash][~2008]Pixelated flash game where the world becomes more vibrant and colourful as you defy orders from your abusive quest giver.

Body: \*\*Platform(s):\*\* PC, I played it on newgrounds.

\*\*Genre:\*\* Adventure, 2D platformer.

\*\*Estimated year of release:\*\* Around 2008, give or take a few years.

\*\*Graphics/art style:\*\* The game was a very pixelated 2D game. The game starts out being in black and white, but if you defy orders, each pixel of the map becomes a random colour. No realism, very abstract.

You move from the left to the right.

\*\*Notable characters:\*\* There are two characters in the game, the player character, and the quest giver. The quest giver does not make a physical appearance in the game, just exists in dialogue.

\*\*Notable gameplay mechanics:\*\* For every obstacle you encounter in the game you receive an order/quest from the quest giver. The orders start out innocuous like "press X to jump over the gap", but progress to things like "jump into these spikes", "jump down the bottomless pit".

But if you defy these abusive orders, the game gains more colour. There were two endings, one where you break free from the quest giver, and one were you remain in a bleak colourless world.

\*\*Other details:\*\* I think the game was supposed to be about breaking up with an abusive partner.

Subreddit: tipofmyjoystick

Upvotes: 9.0, Comments: 5.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/1f5zj61/flash2008pixelated\_flash\_game\_where\_the\_world/

13 Quotations:

## icon 209:1 ¶ 1 in tipofmyjoystick\_1f5zj61.txt

Codes:

● Design: Graphics style

Content:

Pixelated flash game

## icon 209:2 ¶ 1 in tipofmyjoystick\_1f5zj61.txt

Codes:

● In-game narrative / structure: Game progression

Content:

here the world becomes more vibrant and colourful as you defy orders from your abusive quest giver.

## icon 209:3 ¶ 3 in tipofmyjoystick\_1f5zj61.txt

Codes:

● Game metadata: Website / location

Content:

I played it on newgrounds.

## icon 209:4 ¶ 5 in tipofmyjoystick\_1f5zj61.txt

Codes:

○ Design: Perspective  ● Game metadata: Game genre

Content:

Adventure, 2D platformer.

## icon 209:5 ¶ 7 in tipofmyjoystick\_1f5zj61.txt

Codes:

● Game metadata: Release date / last played

Content:

Around 2008, give or take a few years.

## icon 209:6 ¶ 9 in tipofmyjoystick\_1f5zj61.txt

Codes:

● Design: Graphics style

Content:

The game was a very pixelated 2D game.

## icon 209:7 ¶ 9 in tipofmyjoystick\_1f5zj61.txt

Codes:

● In-game narrative / structure: Game progression

Content:

The game starts out being in black and white, but if you defy orders, each pixel of the map becomes a random colour. No realism, very abstract.

## icon 209:8 ¶ 11 in tipofmyjoystick\_1f5zj61.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

You move from the left to the right.

## icon 209:9 ¶ 13 in tipofmyjoystick\_1f5zj61.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

There are two characters in the game, the player character, and the quest giver. The quest giver does not make a physical appearance in the game, just exists in dialogue.

## icon 209:10 ¶ 15 in tipofmyjoystick\_1f5zj61.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

\* For every obstacle you encounter in the game you receive an order/quest from the quest giver. The orders start out innocuous like "press X to jump over the gap", but progress to things like "jump into these spikes", "jump down the bottomless pit".

## icon 209:11 ¶ 17 in tipofmyjoystick\_1f5zj61.txt

Codes:

● In-game narrative / structure: Game ending

Content:

There were two endings, one where you break free from the quest giver, and one were you remain in a bleak colourless world.

## icon 209:12 ¶ 19 in tipofmyjoystick\_1f5zj61.txt

Codes:

● In-game narrative / structure: Game context

Content:

I think the game was supposed to be about breaking up with an abusive partner.

## icon 209:13 ¶ 1 in tipofmyjoystick\_1f5zj61.txt

Codes:

● Purpose of post: Game search

Content:

Title: [Flash][~2008]Pix

# icon 210 tipofmyjoystick\_1fbsckg.txt

Content:

Title: [Pc][2008?] What flash game is this?!

Body: The game was on newgrounds or armorgames it was a music side scroller from left to right and you had to dodge the spells,spikes,golems etc to the rythem of the music kinda like the impossible game in that sense. The point was to defeat the mage at the end of the level, when you did you would get their spell to do something else and that would go on for like 4 floors where the final boss would be. I am pretty sure it had music from Waterflame or Paragonx9.

Subreddit: tipofmyjoystick

Upvotes: 5.0, Comments: 2.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/1fbsckg/pc2008\_what\_flash\_game\_is\_this/

7 Quotations:

## icon 210:1 ¶ 1 in tipofmyjoystick\_1fbsckg.txt

Codes:

● Purpose of post: Game search

Content:

Title: [Pc][2008?] What flash game is this?!

## icon 210:2 ¶ 3 in tipofmyjoystick\_1fbsckg.txt

Codes:

● Game metadata: Website / location

Content:

The game was on newgrounds or armorgames

## icon 210:3 ¶ 3 in tipofmyjoystick\_1fbsckg.txt

Codes:

● Design: Reference to sound design

Content:

a music side

## icon 210:4 ¶ 3 in tipofmyjoystick\_1fbsckg.txt

Codes:

○ Design: Perspective  ● Game metadata: Game genre

Content:

was a music side scroller from left to right and you had to dodge the spells,spikes,golems etc to the rythem of the music

## icon 210:5 ¶ 3 in tipofmyjoystick\_1fbsckg.txt

Codes:

● In-game narrative / structure: Similarity to other title

Content:

kinda like the impossible game in that sense.

## icon 210:6 ¶ 3 in tipofmyjoystick\_1fbsckg.txt

Codes:

● In-game narrative / structure: Game progression

Content:

The point was to defeat the mage at the end of the level, when you did you would get their spell to do something else and that would go on for like 4 floors where the final boss would be.

## icon 210:7 ¶ 3 in tipofmyjoystick\_1fbsckg.txt

Codes:

● Design: Reference to sound design

Content:

am pretty sure it had music from Waterflame or Paragonx9.

# icon 211 tipofmyjoystick\_1ffaxn8.txt

Content:

Title: [flash] [unknown] can't remember a 2d platformer shooter flash game

Body: 2d platformer shooter game with the main character being a green-lime color skin guy with no face, round head wearing dark clothes and hat kinda looking like wild west.

I remember the game having levels with bunch of monsters, bosses, being able to upgrade your weapon (i only remember an energy blast pistol) and also a long cooldown ability which called down diagonal rain of fireballs

Subreddit: tipofmyjoystick

Upvotes: 3.0, Comments: 4.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/1ffaxn8/flash\_unknown\_cant\_remember\_a\_2d\_platformer/

6 Quotations:

## icon 211:1 ¶ 1 in tipofmyjoystick\_1ffaxn8.txt

Codes:

● Game metadata: Game genre  ● Purpose of post: Game search

Content:

Title: [flash] [unknown] can't remember a 2d platformer shooter flash game

## icon 211:2 ¶ 3 in tipofmyjoystick\_1ffaxn8.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

the main character being a green-lime color skin guy with no face, round head wearing dark clothes and hat kinda looking like wild west.

## icon 211:3 ¶ 4 in tipofmyjoystick\_1ffaxn8.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

bunch of monsters, bosses,

## icon 211:4 ¶ 4 in tipofmyjoystick\_1ffaxn8.txt

Codes:

● In-game narrative / structure: Game progression

Content:

being able to upgrade your weapon

## icon 211:5 ¶ 4 in tipofmyjoystick\_1ffaxn8.txt

Codes:

● Game metadata: Weapons / tools

Content:

(i only remember an energy blast pistol

## icon 211:6 ¶ 4 in tipofmyjoystick\_1ffaxn8.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

also a long cooldown ability which called down diagonal rain of fireballs

# icon 212 tipofmyjoystick\_1fiq52n.txt

Content:

Title: [PC Browser/Flash game][2000's or Early 2010's?] A medieval fantasy game where you are going through a castle in the sky and able to play as enemies you defeated throughout the levels.

Body: \*\*Platform(s):\*\* PC Browser/Flash game

\*\*Genre:\*\* 2D side on Dungeon crawler with a little bit of platforming.

\*\*Estimated year of release:\*\* 2000's or Early 2010's? I remember playing powder game a lot at the time.

\*\*Graphics/art style:\*\* Pixel art very similar to games like "Realm of the mad god" and basically the character design had those little characters that they used for a majority of the human playable characters, the level select screen took place on a floating island in the sky with a visible castle on top, and levels were laid out like rooms leading up to a boss. Inside the levels, the backgrounds were black, and the art was minimalistic.

\*\*Notable characters:\*\* No main characters, you could change who you play as every run, and would be able to pick someone new from the enemy's you fought in each level, like a class selection. There were many unlockable characters, including wizards, fighters, rogues, slimes, and other various fantasy creatures, with each one having unique abilities. there were a LOT of unlockable characters. I think one of the bosses was a dragon.

\*\*Notable gameplay mechanics:\*\* Simple controls—move, jump, and attack. Each class or enemy had different abilities or different movement like flight. After defeating enemies, you unlocked them and could play as them in future runs.

\*\*Other details:\*\*

Subreddit: tipofmyjoystick

Upvotes: 3.0, Comments: 6.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/1fiq52n/pc\_browserflash\_game2000s\_or\_early\_2010s\_a/

7 Quotations:

## icon 212:1 ¶ 1 in tipofmyjoystick\_1fiq52n.txt

Codes:

● Purpose of post: Game search

Content:

Title: [PC Browser/Flash game][2000's or Early 2010's?] A medieval fantasy game where you are going through a castle in the sky and able to play as enemies you defeated throughout the levels.

## icon 212:2 ¶ 5 in tipofmyjoystick\_1fiq52n.txt

Codes:

○ Design: Perspective  ● Game metadata: Game genre

Content:

2D side on Dungeon crawler with a little bit of platforming.

## icon 212:3 ¶ 7 in tipofmyjoystick\_1fiq52n.txt

Codes:

● Game metadata: Release date / last played

Content:

2000's or Early 2010's? I remember playing powder game a lot at the time.

## icon 212:4 ¶ 9 in tipofmyjoystick\_1fiq52n.txt

Codes:

● Design: Graphics style  ● In-game narrative / structure: Similarity to other title

Content:

Pixel art very similar to games like "Realm of the mad god" and basically the character design had those little characters that they used for a majority of the human playable characters, the level select screen took place on a floating island in the sky with a visible castle on top, and levels were laid out like rooms leading up to a boss. Inside the levels, the backgrounds were black, and the art was minimalistic.

## icon 212:5 ¶ 11 in tipofmyjoystick\_1fiq52n.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

\*\* No main characters, you could change who you play as every run, and would be able to pick someone new from the enemy's you fought in each level, like a class selection. There were many unlockable characters, including wizards, fighters, rogues, slimes, and other various fantasy creatures, with each one having unique abilities. there were a LOT of unlockable characters. I think one of the bosses was a dragon.

## icon 212:6 ¶ 13 in tipofmyjoystick\_1fiq52n.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

Simple controls—move, jump, and attack.

## icon 212:7 ¶ 13 in tipofmyjoystick\_1fiq52n.txt

Codes:

● In-game narrative / structure: Game progression

Content:

Each class or enemy had different abilities or different movement like flight. After defeating enemies, you unlocked them and could play as them in future runs.

# icon 213 tipofmyjoystick\_1flt4en.txt

Content:

Title: [PC] [2016] Searching for 2000s RPG Adventure flash game - Forgotten Name/Website

Body: So I'm thinking of this 16/24 bit (old graphics) Adventure/RPG flash game I played on PC in the early 2000s (2016, I think). It had a "hero" protagonist, WASD controls, Pokemon-like directional movement, a multi-level map system, a home-hub with upgrade-related buildings, you could tame small mobs like spiders as pets to follow you, and there was this crystal/skeleton level at the very end of the game.

That's all I've got. (ADHD sucks. I only played it for a year.)

Subreddit: tipofmyjoystick

Upvotes: 3.0, Comments: 2.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/1flt4en/pc\_2016\_searching\_for\_2000s\_rpg\_adventure\_flash/

8 Quotations:

## icon 213:1 ¶ 1 in tipofmyjoystick\_1flt4en.txt

Codes:

● Purpose of post: Game search

Content:

2000s RPG Adventure flash game - Forgotten Name/Website

## icon 213:2 ¶ 3 in tipofmyjoystick\_1flt4en.txt

Codes:

● Design: Graphics style

Content:

: So I'm thinking of this 16/24 bit (old graphics)

## icon 213:3 ¶ 3 in tipofmyjoystick\_1flt4en.txt

Codes:

● Game metadata: Game genre

Content:

Adventure/RPG flash game

## icon 213:4 ¶ 3 in tipofmyjoystick\_1flt4en.txt

Codes:

● Game metadata: Release date / last played

Content:

I played on PC in the early 2000s (2016, I think).

## icon 213:5 ¶ 3 in tipofmyjoystick\_1flt4en.txt

Codes:

● In-game narrative / structure: Similarity to other title

Content:

Pokemon-like directional movement,

## icon 213:6 ¶ 3 in tipofmyjoystick\_1flt4en.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

WASD controls

## icon 213:7 ¶ 3 in tipofmyjoystick\_1flt4en.txt

Codes:

● In-game narrative / structure: Game context

Content:

multi-level map system, a home-hub with upgrade-related buildings

## icon 213:8 ¶ 3 in tipofmyjoystick\_1flt4en.txt

Codes:

● In-game narrative / structure: Game context

Content:

you could tame small mobs like spiders as pets to follow you, and there was this crystal/skeleton level at the very end of the game.

# icon 214 tipofmyjoystick\_1g61xhb.txt

Content:

Title: [PC] [2000’s-2010] Hitman Flash Game

Body: I vaguely remember playing this Hitman flash game on my laptop when I was younger. You had the option to play stealthy and use a tranquilizer gun or just shoot around. You also couldn’t walk around but instead had to click areas to traverse around the map. The game’s menu was mostly red and black too.

Subreddit: tipofmyjoystick

Upvotes: 3.0, Comments: 2.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/1g61xhb/pc\_2000s2010\_hitman\_flash\_game/

5 Quotations:

## icon 214:1 ¶ 1 in tipofmyjoystick\_1g61xhb.txt

Codes:

● Purpose of post: Game search

Content:

Title: [PC] [2000’s-2010] Hitman Flash Game

## icon 214:2 ¶ 1 in tipofmyjoystick\_1g61xhb.txt

Codes:

● Game metadata: Release date / last played

Content:

2000’s-2010]

## icon 214:3 ¶ 3 in tipofmyjoystick\_1g61xhb.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

You had the option to play stealthy and use a tranquilizer gun or just shoot around.

## icon 214:4 ¶ 3 in tipofmyjoystick\_1g61xhb.txt

Codes:

● Game metadata: Game controls

Content:

You also couldn’t walk around but instead had to click areas to traverse around the map.

## icon 214:5 ¶ 3 in tipofmyjoystick\_1g61xhb.txt

Codes:

● Design: Background imagery

Content:

The game’s menu was mostly red and black too.

# icon 215 tipofmyjoystick\_1g69tio.txt

Content:

Title: [PC][????]Point and Click flash game where you interact with props to strategically kill everyone on screen

Body: I came across this game in the early 2010's, No idea of its actual release date

[I believe this was the complete layout of the scene](https://preview.redd.it/x8ccsariufvd1.png?width=856&format=png&auto=webp&s=0d2e36e837e6f5c009888f4b0585fca614915def)

It was a Point-and-click flash game set in a gas station,

when you start the game multiple NPCs wander around the scene doing multiple jobs or tasks on real time.

Your job, as a disembodied player was to interact with the enviroment and props to try to cause the death of each NPC (Like making the vending machine crush someone, or breaking the Gas Station)

The NPCs would react and try to run away so it followed a \\\*Trial and Error-esque\\\* gameplay, until you finally piece the chain of events that manage to get everyone dead.

It was similar to those 'Whack your Ex' or 'Whack your boss' flash games but this one involved strategic gameplay and didn't have a proper main character

As for the graphics I have no clue, it was a flash game so it probably had the usual "hand drawn" style but it could well have been pixel art or something. I remember it being set at night.

The characters didn't have names or any other qualities, but they had roles, there was the retail worker and there could have been a petrol pump attendant, also some customers too.

This is all that I could remember, I recall seeing playthroughs of this game by sizeable youtubers but no matter how hard I look I cannot find the videos

Subreddit: tipofmyjoystick

Upvotes: 5.0, Comments: 6.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/1g69tio/pcpoint\_and\_click\_flash\_game\_where\_you\_interact/

12 Quotations:

## icon 215:1 ¶ 7 in tipofmyjoystick\_1g69tio.txt

Codes:

● Game metadata: Game controls

Content:

It was a Point-and-click flash game

## icon 215:2 ¶ 7 in tipofmyjoystick\_1g69tio.txt

Codes:

● In-game narrative / structure: Scene description

Content:

set in a gas station,

## icon 215:3 ¶ 8 in tipofmyjoystick\_1g69tio.txt

Codes:

● In-game narrative / structure: Scene description

Content:

when you start the game multiple NPCs wander around the scene doing multiple jobs or tasks on real time.

## icon 215:5 ¶ 1 in tipofmyjoystick\_1g69tio.txt

Codes:

● Purpose of post: Game search

Content:

Title: [PC][????]Point and Click flash game where you interact with props to strategically kill everyone on screen

## icon 215:6 ¶ 3 in tipofmyjoystick\_1g69tio.txt

Codes:

● Game metadata: Release date / last played

Content:

Body: I came across this game in the early 2010's, No idea of its actual release date

## icon 215:7 ¶ 9 in tipofmyjoystick\_1g69tio.txt

Codes:

● In-game narrative / structure: Game goal

Content:

Your job, as a disembodied player was to interact with the enviroment and props to try to cause the death of each NPC (Like making the vending machine crush someone, or breaking the Gas Station)

## icon 215:8 ¶ 10 in tipofmyjoystick\_1g69tio.txt

Codes:

● In-game narrative / structure: Similarity to other title

Content:

so it followed a \\\*Trial and Error-esque\\\* gameplay

## icon 215:9 ¶ 10 in tipofmyjoystick\_1g69tio.txt

Codes:

● In-game narrative / structure: Game progression

Content:

until you finally piece the chain of events that manage to get everyone dead.

## icon 215:10 ¶ 11 in tipofmyjoystick\_1g69tio.txt

Codes:

● In-game narrative / structure: Similarity to other title

Content:

t was similar to those 'Whack your Ex' or 'Whack your boss' flash games

## icon 215:11 ¶ 13 in tipofmyjoystick\_1g69tio.txt

Codes:

● Design: Graphics style

Content:

it was a flash game so it probably had the usual "hand drawn" style but it could well have been pixel art or something. I

## icon 215:12 ¶ 13 in tipofmyjoystick\_1g69tio.txt

Codes:

● Game metadata: Game theme

Content:

I remember it being set at night.

## icon 215:13 ¶ 15 in tipofmyjoystick\_1g69tio.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

The characters didn't have names or any other qualities, but they had roles, there was the retail worker and there could have been a petrol pump attendant, also some customers too.

# icon 216 tipofmyjoystick\_1ge4t11.txt

Content:

Title: [PC] [Late 2000's, Early 2010's] Flash game where you enter a tournament as a blacksmiths son

Body: You, a blacksmiths son enter a fighting tournament that has a medival style weapons (bows, swords and utility (like shuriken)).

In the lore, they managed to create armors that have the ability to respawn you.

After each tournament stage you get money to upgrade your armor and weapons. Next armors and weapons are locked behind the next stage in the tournament. After a while you unlock a 2nd and even later a 3rd character for your team, that you also have to equip with weapons and armor.

The armors each had different stats, one was for melee defense, one was ranged defense and one was 50/50 on both, you had 2 loadout you can switch between during the battle (you had to equip the loadout between the battles, beacuse during the battle you can't change them).

You had 3 potions that you get a limited number off, Health potion, Melee defense and Ranged defense potions (you could drink all of them at once), you didn't have to buy the potions as they are provided at the start of each battle.

Subreddit: tipofmyjoystick

Upvotes: 3.0, Comments: 5.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/1ge4t11/pc\_late\_2000s\_early\_2010s\_flash\_game\_where\_you/

7 Quotations:

## icon 216:1 ¶ 1 in tipofmyjoystick\_1ge4t11.txt

Codes:

● Purpose of post: Game search

Content:

Title: [PC] [Late 2000's, Early 2010's]

## icon 216:2 ¶ 1 in tipofmyjoystick\_1ge4t11.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

blacksmiths son

## icon 216:3 ¶ 3 in tipofmyjoystick\_1ge4t11.txt

Codes:

● Game metadata: Weapons / tools

Content:

medival style weapons (bows, swords and utility (like shuriken)).

## icon 216:4 ¶ 5 in tipofmyjoystick\_1ge4t11.txt

Codes:

● In-game narrative / structure: Game context

Content:

In the lore, they managed to create armors that have the ability to respawn you.

## icon 216:5 ¶ 7 in tipofmyjoystick\_1ge4t11.txt

Codes:

● In-game narrative / structure: Game progression

Content:

After each tournament stage you get money to upgrade your armor and weapons. Next armors and weapons are locked behind the next stage in the tournament. After a while you unlock a 2nd and even later a 3rd character for your team, that you also have to equip with weapons and armor.

## icon 216:6 ¶ 9 in tipofmyjoystick\_1ge4t11.txt

Codes:

● In-game narrative / structure: Customisation options  ● In-game narrative / structure: Game mechanics

Content:

The armors each had different stats, one was for melee defense, one was ranged defense and one was 50/50 on both, you had 2 loadout you can switch between during the battle

## icon 216:7 ¶ 11 in tipofmyjoystick\_1ge4t11.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

You had 3 potions that you get a limited number off, Health potion, Melee defense and Ranged defense potions (you could drink all of them at once), you didn't have to buy the potions as they are provided at the start of each battle.

# icon 217 tipofmyjoystick\_1grvb6j.txt

Content:

Title: [PC/FLASH GAME] [2010-2012?] RPG with random humor with very rough artstyle.

Body: Hello, I'm trying to find a flash game from my childhood. I played it around 2010 - 2012 on Newgrounds, It was an RPG, the format was there was character information on the side and the larger part of the screen was a battle map kind of thing. This would be the screen until running into a fight where it would transition into a battle screen.

The game had very random humor. I believe there was only one class, Ice Cream Ninja, I think???? Every level or so you gained some sort of ice cream related skill. You fought monsters ranging from game show hosts to killer toys. There was a factory level and a mall level if I recall correctly.

I remember being really impressed with the game because any item you got, you could equip and it would show on your character image on the side.

I remember it used to be on front page on newgrounds, so I feel like it was decently popular, I just can't for the life of me find it or remember the exact name.

Thanks, y'all.

Subreddit: tipofmyjoystick

Upvotes: 3.0, Comments: 5.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/1grvb6j/pcflash\_game\_20102012\_rpg\_with\_random\_humor\_with/

11 Quotations:

## icon 217:1 ¶ 1 in tipofmyjoystick\_1grvb6j.txt

Codes:

● Game metadata: Game theme

Content:

with random humor with very rough artstyle.

## icon 217:2 ¶ 1 in tipofmyjoystick\_1grvb6j.txt

Codes:

● Game metadata: Game genre

Content:

RPG

## icon 217:3 ¶ 3 in tipofmyjoystick\_1grvb6j.txt

Codes:

● Game metadata: Release date / last played

Content:

I played it around 2010 - 2012

## icon 217:4 ¶ 3 in tipofmyjoystick\_1grvb6j.txt

Codes:

● Game metadata: Website / location

Content:

on Newgrounds,

## icon 217:5 ¶ 3 in tipofmyjoystick\_1grvb6j.txt

Codes:

● In-game narrative / structure: Scene description

Content:

It was an RPG, the format was there was character information on the side and the larger part of the screen was a battle map kind of thing

## icon 217:6 ¶ 3 in tipofmyjoystick\_1grvb6j.txt

Codes:

● In-game narrative / structure: Scene description

Content:

his would be the screen until running into a fight where it would transition into a battle screen.

## icon 217:7 ¶ 5 in tipofmyjoystick\_1grvb6j.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

I believe there was only one class, Ice Cream Ninja, I

## icon 217:8 ¶ 5 in tipofmyjoystick\_1grvb6j.txt

Codes:

● In-game narrative / structure: Game progression

Content:

Every level or so you gained some sort of ice cream related skill. You fought monsters ranging from game show hosts to killer toys. There was a factory level and a mall level if I recall correctly.

## icon 217:9 ¶ 7 in tipofmyjoystick\_1grvb6j.txt

Codes:

● In-game narrative / structure: Customisation options

Content:

I remember being really impressed with the game because any item you got, you could equip and it would show on your character image on the side.

## icon 217:10 ¶ 9 in tipofmyjoystick\_1grvb6j.txt

Codes:

● Game metadata: Website / location

Content:

I remember it used to be on front page on newgrounds,

## icon 217:11 ¶ 1 in tipofmyjoystick\_1grvb6j.txt

Codes:

● Purpose of post: Game search

Content:

Title: [PC/FLASH GAME] [2010-2012?] RPG with random humor with very rough artstyle.

# icon 218 tipofmyjoystick\_1gw6wj6.txt

Content:

Title: [PC] [2010 - 2014] Flash game of a robot like the one in the image.

Body: It was played from an isometric view, it was almost just walking and I remember that you also interacted with a telescope. I think there is also a full version on steam.

Subreddit: tipofmyjoystick

Upvotes: 5.0, Comments: 5.0

URL: https://i.redd.it/j3m30qx7d62e1.png

3 Quotations:

## icon 218:1 ¶ 1 in tipofmyjoystick\_1gw6wj6.txt

Codes:

● Purpose of post: Game search

Content:

Flash game of a robot like the one in the image.

## icon 218:2 ¶ 3 in tipofmyjoystick\_1gw6wj6.txt

Codes:

● Design: Graphics style

Content:

It was played from an isometric view,

## icon 218:3 ¶ 3 in tipofmyjoystick\_1gw6wj6.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

it was almost just walking and I remember that you also interacted with a telescope.

# icon 219 tipofmyjoystick\_6rpz4n.txt

Content:

Title: [PC][Early 2000s] Flash game rip off of Super Smash Bros. but not Nintendo Themed

Body: This was literally super smash bros except with different characters. It had a cartoon art style with the hands of characters not being connected to their body, and their bodies just being heads. It had notable levels such as a street, a jungle and Dracula's mansion, but that's all the levels I remember.

The characters you could play as (just to list a few) were a monkey, a blonde kid, a ghost, Dracula, a tribal man, some old internet memes such as Salad fingers, Dad 'n' me, Alien Hominid, and a custom character creator.

I vaguely remember a level creator, but it for sure had a campaign mode and arcade mode, and even co-op (shared keyboard not online). You could pick up weapons such as boxing gloves, baseball bat, banana, I think maybe a ray gun?

Subreddit: tipofmyjoystick

Upvotes: 10.0, Comments: 5.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/6rpz4n/pcearly\_2000s\_flash\_game\_rip\_off\_of\_super\_smash/

8 Quotations:

## icon 219:1 ¶ 1 in tipofmyjoystick\_6rpz4n.txt

Codes:

● In-game narrative / structure: Similarity to other title

Content:

Flash game rip off of Super Smash Bros. but not Nintendo Themed

## icon 219:2 ¶ 3 in tipofmyjoystick\_6rpz4n.txt

Codes:

● In-game narrative / structure: Similarity to other title

Content:

: This was literally super smash bros except with different characters.

## icon 219:3 ¶ 3 in tipofmyjoystick\_6rpz4n.txt

Codes:

● Design: Graphics style

Content:

. It had a cartoon art style with the hands of characters not being connected to their body, and their bodies just being heads.

## icon 219:4 ¶ 3 in tipofmyjoystick\_6rpz4n.txt

Codes:

● In-game narrative / structure: Scene description

Content:

It had notable levels such as a street, a jungle and Dracula's mansion, but that's all the levels I remember.

## icon 219:5 ¶ 5 in tipofmyjoystick\_6rpz4n.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

were a monkey, a blonde kid, a ghost, Dracula, a tribal man, some old internet memes such as Salad fingers, Dad 'n' me, Alien Hominid, and a custom character creator.

## icon 219:6 ¶ 7 in tipofmyjoystick\_6rpz4n.txt

Codes:

● Game metadata: Gamemode single/multiplayer

Content:

vaguely remember a level creator, but it for sure had a campaign mode and arcade mode, and even co-op (shared keyboard not online).

## icon 219:7 ¶ 7 in tipofmyjoystick\_6rpz4n.txt

Codes:

● Game metadata: Weapons / tools

Content:

could pick up weapons such as boxing gloves, baseball bat, banana, I think maybe a ray gun?

## icon 219:8 ¶ 1 in tipofmyjoystick\_6rpz4n.txt

Codes:

● Purpose of post: Game search

Content:

Title: [PC][Early 2000s] Flash game rip off of Super Smash Bros. but not Nintendo Themed

# icon 220 tipofmyjoystick\_8g37tr.txt

Content:

Title: [PC][2010?]flash game where you play as a young dragon and grow up and take over a tower, then you play as the warrior who kills it.

Body: I played this game maybe 5 or 6 years ago and absolutely loved it. I’ve been really wanting to play it again but I forgot the title.

Subreddit: tipofmyjoystick

Upvotes: 5.0, Comments: 5.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/8g37tr/pc2010flash\_game\_where\_you\_play\_as\_a\_young\_dragon/

5 Quotations:

## icon 220:1 ¶ 1 in tipofmyjoystick\_8g37tr.txt

Codes:

● Purpose of post: Game search

Content:

Title: [PC][2010?]flash

## icon 220:2 ¶ 1 in tipofmyjoystick\_8g37tr.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

you play as a young dragon

## icon 220:3 ¶ 1 in tipofmyjoystick\_8g37tr.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

then you play as the warrior who kills it.

## icon 220:4 ¶ 1 in tipofmyjoystick\_8g37tr.txt

Codes:

● In-game narrative / structure: Game progression

Content:

dragon and grow up and take over a tower, then you play as the warrior who kills it.

## icon 220:5 ¶ 3 in tipofmyjoystick\_8g37tr.txt

Codes:

● Game metadata: Release date / last played

Content:

y: I played this game maybe 5 or 6 years ago a

# icon 221 tipofmyjoystick\_9u5dz1.txt

Content:

Title: [TOMT] pc, browser based flash game I believe. Light rpg 2d Dragon related

Body: I remember playing a game maybe 10-15 years ago that was played on the browser, 2d cartoony graphics but with moving sprites interavtive sprites etc including in combat. Had turn based combat and was rpg with levelling up, I think had some gear/abilities customisation, had like a home base town and shop etc but had to go on minor quests and story missions. Maybe had something to do with dragons either in the name or as a plot line although I never progressed very far through the game to know much

I know this is not much to go on but I believe in you reddit

Subreddit: tipofmyjoystick

Upvotes: 7.0, Comments: 4.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/9u5dz1/tomt\_pc\_browser\_based\_flash\_game\_i\_believe\_light/

8 Quotations:

## icon 221:1 ¶ 1 in tipofmyjoystick\_9u5dz1.txt

Codes:

○ Design: Perspective  ● Game metadata: Game genre

Content:

Light rpg 2d

## icon 221:2 ¶ 1 in tipofmyjoystick\_9u5dz1.txt

Codes:

● In-game narrative / structure: Game context

Content:

Dragon related

## icon 221:3 ¶ 3 in tipofmyjoystick\_9u5dz1.txt

Codes:

● Game metadata: Release date / last played

Content:

e maybe 10-15 years ago

## icon 221:4 ¶ 3 in tipofmyjoystick\_9u5dz1.txt

Codes:

● Design: Graphics style

Content:

2d cartoony graphics but with moving sprites

## icon 221:5 ¶ 3 in tipofmyjoystick\_9u5dz1.txt

Codes:

● In-game narrative / structure: Game mechanics  ● In-game narrative / structure: Game progression

Content:

Had turn based combat and was rpg with levelling up,

## icon 221:6 ¶ 3 in tipofmyjoystick\_9u5dz1.txt

Codes:

● In-game narrative / structure: Customisation options

Content:

, I think had some gear/abilities customisation, had like a home base town and shop etc but had to go on minor quests and story missions

## icon 221:7 ¶ 3 in tipofmyjoystick\_9u5dz1.txt

Codes:

● Game metadata: Game genre

Content:

Maybe had something to do with dragons either in the name or as a plot line although I never progressed very far through the game to know much

## icon 221:8 ¶ 1 in tipofmyjoystick\_9u5dz1.txt

Codes:

● Purpose of post: Game search

Content:

Title: [TOMT] pc, browser based flash game I believe. Light rpg 2d Dragon related

# icon 222 tipofmyjoystick\_9xfvy2.txt

Content:

Title: Flash game about smashing racing cars

Body: Platform: Browser game

Year: not sure, but long ago, about 10 years ago.

Basically, you were using a wrecking ball to destroy the cars as they are racing on a track. There were multiple races, each time you got a different, bigger ball and more racers were added. You could only move on a short stretch of the track, and the cars would quickly pass you, so you had to hit them and cause crashes to topple the cars and cause crashes. If car wasn't destroyed, it would go back on it's wheels and keep racing.

Subreddit: tipofmyjoystick

Upvotes: 6.0, Comments: 2.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/9xfvy2/flash\_game\_about\_smashing\_racing\_cars/

5 Quotations:

## icon 222:1 ¶ 1 in tipofmyjoystick\_9xfvy2.txt

Codes:

● In-game narrative / structure: Game goal

Content:

smashing racing cars

## icon 222:2 ¶ 1 in tipofmyjoystick\_9xfvy2.txt

Codes:

● Purpose of post: Game search

Content:

Title: Flash game about

## icon 222:3 ¶ 5 in tipofmyjoystick\_9xfvy2.txt

Codes:

● Game metadata: Release date / last played

Content:

Year: not sure, but long ago, about 10 years ago.

## icon 222:4 ¶ 7 in tipofmyjoystick\_9xfvy2.txt

Codes:

● In-game narrative / structure: Scene description

Content:

Basically, you were using a wrecking ball to destroy the cars as they are racing on a track.

## icon 222:5 ¶ 7 in tipofmyjoystick\_9xfvy2.txt

Codes:

● In-game narrative / structure: Game progression

Content:

There were multiple races, each time you got a different, bigger ball and more racers were added

# icon 223 tipofmyjoystick\_10qh2q1.txt

Content:

Title: [Web Browser Flash Game][2006-2009] Pixel art game where you played as a spellcaster

Body: \*\*Platform(s):\*\* Web Browser

\*\*Genre:\*\* Action (Rpg?)

\*\*Estimated year of release:\*\* 2006-2009

\*\*Graphics/art style:\*\* Pixelated, Top-down

\*\*Notable characters:\*\* Spellcaster main character

\*\*Notable gameplay mechanics:\*\* Spell aiming followed your mouse

\*\*Other details:\*\* The map was a single screen at a time type of map akin to the original Legend of Zelda. IIRC it also filled out your map as you explored new screens. I think there were Spell pickups in map, or maybe even upgrades. I randomly remembered playing this after playing Geneforge again and I'd love to play it T-T

Subreddit: tipofmyjoystick

Upvotes: 4.0, Comments: 3.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/10qh2q1/web\_browser\_flash\_game20062009\_pixel\_art\_game/

11 Quotations:

## icon 223:1 ¶ 1 in tipofmyjoystick\_10qh2q1.txt

Codes:

● Purpose of post: Game search

Content:

Title: [Web Browser Flash

## icon 223:2 ¶ 1 in tipofmyjoystick\_10qh2q1.txt

Codes:

● Design: Graphics style

Content:

Pixel art game

## icon 223:3 ¶ 1 in tipofmyjoystick\_10qh2q1.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

you played as a spellcaster

## icon 223:4 ¶ 5 in tipofmyjoystick\_10qh2q1.txt

Codes:

● Game metadata: Game genre

Content:

Action (Rpg?)

## icon 223:5 ¶ 7 in tipofmyjoystick\_10qh2q1.txt

Codes:

● Game metadata: Release date / last played

Content:

lease:\*\* 2006-2009

## icon 223:6 ¶ 9 in tipofmyjoystick\_10qh2q1.txt

Codes:

● Design: Graphics style

Content:

ics/art style:\*\* Pixelated, Top-down

## icon 223:7 ¶ 11 in tipofmyjoystick\_10qh2q1.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

\* Spellcaster main character

## icon 223:8 ¶ 13 in tipofmyjoystick\_10qh2q1.txt

Codes:

● Game metadata: Game controls

Content:

Spell aiming followed your mouse

## icon 223:9 ¶ 15 in tipofmyjoystick\_10qh2q1.txt

Codes:

● In-game narrative / structure: Scene description

Content:

The map was a single screen at a time type of map akin to the original Legend of Zelda.

## icon 223:10 ¶ 15 in tipofmyjoystick\_10qh2q1.txt

Codes:

● In-game narrative / structure: Similarity to other title

Content:

akin to the original Legend of Zelda.

## icon 223:11 ¶ 15 in tipofmyjoystick\_10qh2q1.txt

Codes:

● In-game narrative / structure: Game mechanics  ● In-game narrative / structure: Game progression

Content:

. IIRC it also filled out your map as you explored new screens.

# icon 224 tipofmyjoystick\_10zk0cg.txt

Content:

Title: [Flash][2005-2015] Obscure flash game where you could only click one button and it made a planet civilization develop further.

Body: The entire game was just the planet with a button in the middle, every time you clicked it the civilization on its surface developed. But if you stopped clicking they just died or devolved, which you had to do sometimes as to get the "good" ending (whereas when they reach the "nuclear civilization" stage you had to stop evolving or else they would nuke themselves).

Subreddit: tipofmyjoystick

Upvotes: 3.0, Comments: 2.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/10zk0cg/flash20052015\_obscure\_flash\_game\_where\_you\_could/

5 Quotations:

## icon 224:1 ¶ 1 in tipofmyjoystick\_10zk0cg.txt

Codes:

● In-game narrative / structure: Game mechanics  ● In-game narrative / structure: Game progression

Content:

where you could only click one button and it made a planet civilization develop further.

## icon 224:2 ¶ 3 in tipofmyjoystick\_10zk0cg.txt

Codes:

● In-game narrative / structure: Scene description

Content:

The entire game was just the planet with a button in the middle, every time you clicked it the civilization on its surface developed.

## icon 224:3 ¶ 1 in tipofmyjoystick\_10zk0cg.txt

Codes:

● Purpose of post: Game search

Content:

Title: [Flas

## icon 224:4 ¶ 1 in tipofmyjoystick\_10zk0cg.txt

Codes:

● Game metadata: Release date / last played

Content:

[2005-2015]

## icon 224:5 ¶ 3 in tipofmyjoystick\_10zk0cg.txt

Codes:

● In-game narrative / structure: Game progression

Content:

But if you stopped clicking they just died or devolved, which you had to do sometimes as to get the "good" ending (whereas when they reach the "nuclear civilization" stage you had to stop evolving or else they would nuke themselves).

# icon 225 tipofmyjoystick\_10zxm2g.txt

Content:

Title: [PC] [Early 2000s] I'm looking for a flash game that I think was called mud hut

Body: Platform: PC-browser

Genre: survival/drag to scroll

Estimated year of release: unknown, somewhere in early 2000s

Graphics/art style: 2d/cartoonish

Notable characters: mud people

Other details: I remember playing a flash game that I think was called mud hut, when I was younger. It's a game where you have to create a colony of these mud people, out of existing mud puddles,you click on each mud person and then click anywhere else to tell them where to go.

You have to build mounds of mud that are referred to as huts, this acts as shelter from rain and concentrated sun rays. Rain will melt them and sun rays will dry them out. Basically you have to keep your mud people alive, make more mud people, build huts, repeat. The longer you survive, the more difficult it gets.

I wanted to try finding it again to see if it's still playable, however I'm having trouble finding it, I get no results for the game when I Google it. I'm not sure if I'm misremembering the name or if it's been lost to time.

Subreddit: tipofmyjoystick

Upvotes: 4.0, Comments: 5.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/10zxm2g/pc\_early\_2000s\_im\_looking\_for\_a\_flash\_game\_that\_i/

8 Quotations:

## icon 225:1 ¶ 1 in tipofmyjoystick\_10zxm2g.txt

Codes:

● Game metadata: Title

Content:

mud hut

## icon 225:2 ¶ 1 in tipofmyjoystick\_10zxm2g.txt

Codes:

● Purpose of post: Game search

Content:

] I'm looking for a flash game that I think was called

## icon 225:3 ¶ 5 in tipofmyjoystick\_10zxm2g.txt

Codes:

● Game metadata: Release date / last played

Content:

Estimated year of release: unknown, somewhere in early 2000s

## icon 225:4 ¶ 6 in tipofmyjoystick\_10zxm2g.txt

Codes:

● Design: Graphics style

Content:

Graphics/art style: 2d/cartoonish

## icon 225:5 ¶ 7 in tipofmyjoystick\_10zxm2g.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

Notable characters: mud people

## icon 225:6 ¶ 9 in tipofmyjoystick\_10zxm2g.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

Other details: I remember playing a flash game that I think was called mud hut, when I was younger. It's a game where you have to create a colony of these mud people, out of existing mud puddles,you click on each mud person and then click anywhere else to tell them where to go.

## icon 225:7 ¶ 11 in tipofmyjoystick\_10zxm2g.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

You have to build mounds of mud that are referred to as huts, this acts as shelter from rain and concentrated sun rays.

## icon 225:8 ¶ 11 in tipofmyjoystick\_10zxm2g.txt

Codes:

● In-game narrative / structure: Game progression

Content:

Basically you have to keep your mud people alive, make more mud people, build huts, repeat. The longer you survive, the more difficult it gets.

# icon 226 tipofmyjoystick\_11id0si.txt

Content:

Title: [pc] [2010] can you guys help me find this flash game?

Body: well, when i was young i played a lot of flash games, this game in particular is a point-and-click puzzle about some weird creatures going in a boat trip to an island, i think the two characters were an blue guy and a red guy, can you guys help me with this?

Subreddit: tipofmyjoystick

Upvotes: 3.0, Comments: 3.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/11id0si/pc\_2010\_can\_you\_guys\_help\_me\_find\_this\_flash\_game/

4 Quotations:

## icon 226:1 ¶ 1 in tipofmyjoystick\_11id0si.txt

Codes:

● Purpose of post: Game search

Content:

Title: [pc] [2010] can you guys help me find this flash game?

## icon 226:2 ¶ 3 in tipofmyjoystick\_11id0si.txt

Codes:

● Game metadata: Game controls  ● Game metadata: Game genre

Content:

is a point-and-click puzzle

## icon 226:3 ¶ 3 in tipofmyjoystick\_11id0si.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

bout some weird creatures

## icon 226:4 ¶ 3 in tipofmyjoystick\_11id0si.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

going in a boat trip to an island, i think the two characters were an blue guy and a red guy,

# icon 227 tipofmyjoystick\_12dh82t.txt

Content:

Title: [PC][2009ish] Flash game where you played as a pigeon and your main goal is to poop on people. I think there was a multi-player component.

Body: I also kind of remember this site having a shooter or something weird. To be honest I have a very vague recollection of this and it feels like something out of a fever dream. Just a title would be neat so I can go down nostalgia road. I miss the insanity of older school internet.

Subreddit: tipofmyjoystick

Upvotes: 4.0, Comments: 3.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/12dh82t/pc2009ish\_flash\_game\_where\_you\_played\_as\_a\_pigeon/

4 Quotations:

## icon 227:1 ¶ 1 in tipofmyjoystick\_12dh82t.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

u played as a pigeon a

## icon 227:2 ¶ 1 in tipofmyjoystick\_12dh82t.txt

Codes:

● Game metadata: Gamemode single/multiplayer

Content:

e. I think there was a multi-player component.

## icon 227:3 ¶ 3 in tipofmyjoystick\_12dh82t.txt

Codes:

● Experience and preservation: Nostalgia

Content:

: I also kind of remember this site having a shooter or something weird. To be honest I have a very vague recollection of this and it feels like something out of a fever dream.

## icon 227:4 ¶ 1 in tipofmyjoystick\_12dh82t.txt

Codes:

● Purpose of post: Game search

Content:

Title: [PC][2009ish] Flash game where you played as a pigeon and your main goal is to poop on people. I think there was a multi-player component.

# icon 228 tipofmyjoystick\_18q035v.txt

Content:

Title: [Flash Game] [2000s] Looking for an old realistic Point and Click Horror Flash Game about an elderly couple with an evil(?) husband

Body: Hey guys, I will get straight to the point to save time for everyone. So this one is another game that I've played like 13 years ago. This one is a Horror Point and Click Game that have realistic/live action graphic (like The House series). Due to my bad memory here's the list of what I can remember from the game:

\\- The main character is driving in a car.

\\- He stopped by the house with an elderly couple.

\\- The old husband is revealed to be an evil guy.

\\- There's possibly something demonic in this game, likely a demon or so.

Once again, much appreciated for your help. These are the only information that I could offer for you guys. Regards.

Subreddit: tipofmyjoystick

Upvotes: 3.0, Comments: 0.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/18q035v/flash\_game\_2000s\_looking\_for\_an\_old\_realistic/

10 Quotations:

## icon 228:1 ¶ 1 in tipofmyjoystick\_18q035v.txt

Codes:

● Game metadata: Game controls

Content:

Point and Click

## icon 228:2 ¶ 1 in tipofmyjoystick\_18q035v.txt

Codes:

● Game metadata: Game theme

Content:

Horror Flash Game

## icon 228:3 ¶ 1 in tipofmyjoystick\_18q035v.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

an elderly couple with an evil(?) husband

## icon 228:4 ¶ 1 in tipofmyjoystick\_18q035v.txt

Codes:

● Purpose of post: Game search

Content:

itle: [Flash Game] [2

## icon 228:5 ¶ 3 in tipofmyjoystick\_18q035v.txt

Codes:

● Game metadata: Release date / last played

Content:

like 13 years ago.

## icon 228:6 ¶ 3 in tipofmyjoystick\_18q035v.txt

Codes:

● Design: Graphics style

Content:

played like 13 years ago. This one is a Horror Point and Click Game that have realistic/live action graphic (like The House series).

## icon 228:7 ¶ 5 in tipofmyjoystick\_18q035v.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

The main character is driving in a car.

## icon 228:8 ¶ 7 in tipofmyjoystick\_18q035v.txt

Codes:

● In-game narrative / structure: Scene description

Content:

\\- He stopped by the house with an elderly couple.

## icon 228:9 ¶ 9 in tipofmyjoystick\_18q035v.txt

Codes:

● In-game narrative / structure: Scene description

Content:

The old husband is revealed to be an evil guy.

## icon 228:10 ¶ 11 in tipofmyjoystick\_18q035v.txt

Codes:

● Game metadata: Game genre

Content:

\\- There's possibly something demonic in this game, likely a demon or so.

# icon 229 tipofmyjoystick\_83idxh.txt

Content:

Title: [Flash Game][2012?] RTS style game with aesthetic of kingdom rush

Body: I remember playing a flashgame circa 2012ish that I assumed was made by Ironhide studios because the aesthetic was so similar but after looking through their games on their website it's not.

It was similar to kingdom rush in art style but instead of tower defense it was more rts like where you would build towers that gave you gold or other resources to support your troops. You would then send your troops out to defeat the enemies tower, fun little flash game hope I can find it again. Thanks for any help guys!

Subreddit: tipofmyjoystick

Upvotes: 13.0, Comments: 1.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/83idxh/flash\_game2012\_rts\_style\_game\_with\_aesthetic\_of/

7 Quotations:

## icon 229:1 ¶ 1 in tipofmyjoystick\_83idxh.txt

Codes:

● Game metadata: Game genre

Content:

RTS style game

## icon 229:2 ¶ 1 in tipofmyjoystick\_83idxh.txt

Codes:

● Design: Graphics style  ● In-game narrative / structure: Similarity to other title

Content:

h aesthetic of kingdom rush

## icon 229:3 ¶ 3 in tipofmyjoystick\_83idxh.txt

Codes:

● Game metadata: Release date / last played

Content:

a flashgame circa 2012ish

## icon 229:4 ¶ 3 in tipofmyjoystick\_83idxh.txt

Codes:

● In-game narrative / structure: Similarity to other title

Content:

Ironhide studios because the aesthetic was so similar

## icon 229:5 ¶ 5 in tipofmyjoystick\_83idxh.txt

Codes:

● In-game narrative / structure: Similarity to other title

Content:

s similar to kingdom rush in art style but instead of tower defense it was more rts like where you would build tower

## icon 229:6 ¶ 5 in tipofmyjoystick\_83idxh.txt

Codes:

● In-game narrative / structure: Game progression

Content:

you would build towers that gave you gold or other resources to support your troops. You would then send your troops out to defeat the enemies tower, fun little flash game hope I can find it again. Thanks for any help guys!

## icon 229:7 ¶ 1 in tipofmyjoystick\_83idxh.txt

Codes:

● Purpose of post: Game search

Content:

Title: [Flash Game][2012?] RTS style game with aesthetic of kingdom rush

# icon 230 tipofmyjoystick\_139y27j.txt

Content:

Title: [Computer flash game] [2000s] Searching for old space game

Body: I'm trying to help my husband find a game he played as a kid. It's from the 90s I think and based in space. It's like a choices game where the option you pick decides how the game plays going forward. There's an option where you end up in space jail and from there you have the option of trying to dig your way out with a spoon.

Subreddit: tipofmyjoystick

Upvotes: 4.0, Comments: 6.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/139y27j/computer\_flash\_game\_2000s\_searching\_for\_old\_space/

5 Quotations:

## icon 230:2 ¶ 1 in tipofmyjoystick\_139y27j.txt

Codes:

● Game metadata: Game genre

Content:

Searching for old space game

## icon 230:3 ¶ 1 in tipofmyjoystick\_139y27j.txt

Codes:

● Purpose of post: Game search

Content:

old space game

## icon 230:4 ¶ 3 in tipofmyjoystick\_139y27j.txt

Codes:

● Game metadata: Release date / last played

Content:

It's from the 90s I think and based in space

## icon 230:5 ¶ 3 in tipofmyjoystick\_139y27j.txt

Codes:

● Game metadata: Game controls  ● In-game narrative / structure: Game mechanics

Content:

It's like a choices game where the option you pick decides how the game plays going forward.

## icon 230:6 ¶ 3 in tipofmyjoystick\_139y27j.txt

Codes:

● In-game narrative / structure: Game progression

Content:

There's an option where you end up in space jail and from there you have the option of trying to dig your way out with a spoon.

# icon 231 tipofmyjoystick\_155vcw1.txt

Content:

Title: [Browser][2018?] Flash game where you fought giant bosses

Body: So,i remembered playing a game on a site called friv where you fought bosses,and it was on the upper right corner of the site(there was squares and every square was a game),the astetics were blue,you could upgrade your weapons,and it had a LOL-like power gui,can someone get me the game? I will pin your comment if its the right game,sorry if it's really vague i forgot most of the game

Subreddit: tipofmyjoystick

Upvotes: 5.0, Comments: 4.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/155vcw1/browser2018\_flash\_game\_where\_you\_fought\_giant/

4 Quotations:

## icon 231:1 ¶ 1 in tipofmyjoystick\_155vcw1.txt

Codes:

● Purpose of post: Game search

Content:

Title: [Browser][2018?] Flash game where you fought giant bosses

## icon 231:2 ¶ 1 in tipofmyjoystick\_155vcw1.txt

Codes:

● In-game narrative / structure: Game goal

Content:

where you fought giant bosses

## icon 231:3 ¶ 3 in tipofmyjoystick\_155vcw1.txt

Codes:

● Game metadata: Website / location

Content:

a site called friv

## icon 231:4 ¶ 3 in tipofmyjoystick\_155vcw1.txt

Codes:

● Design: Graphics style  ● In-game narrative / structure: Customisation options  ● In-game narrative / structure: Similarity to other title

Content:

he astetics were blue

# icon 232 tipofmyjoystick\_196efo1.txt

Content:

Title: [PC] [2010's] flash game

Body: &#x200B;

I \*just\* remembered about this flash game i played and adored years ago and can't for the life of me find it online. The details I remember are vague and really hard to put into words so please bare with me. thank you in advance if anyone can identify this, I swear it was fairly popular.

Platform(s): PC, a flash game

Genre: free roam, rpg-ish- but very simplistic as it was just a flash game. Skateboarding

Estimated year of release: maybe early to mid 2010's? I maybe played it around 2015-2016

Graphics/art style: Sort of birds eye view, very simple art style, i want to say the characters were pretty stickman-esque and the environment too- it all looked hand drawn.

Notable characters: not really any noteable characters, you'd start the game up and it would have an id card of your character, with their name, how many days old they were and how much money you have.

Notable gameplay mechanics: You'd start the game in your apartment and skateboard around the town, you could talk to the npc's, sometimes they'd approach you and try to start a fight (there was a system where the more fights you won/lost the more good/bad karma you'd get - the better karma you had, the better the jobs you could apply for. This karma system applied to other actions but i can't remember what) . You'd basically just roam around on your skateboard and do whatever, go to work, to the bar, talk to the other stickmen walking around. there were a couple different areas, the little town you live in, then another one with the bigger establishments like the police station up north.

the only detail i remember very vividly is being able to buy a fake id of some sketchy guy in an alley to get more positive karma so you could get better jobs without having to grind your karma level (to be a cop you'd have to have almost no negative karma). There was also a homeless man who'd feed pigeons lol

&#x200B;

&#x200B;

Subreddit: tipofmyjoystick

Upvotes: 3.0, Comments: 2.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/196efo1/pc\_2010s\_flash\_game/

8 Quotations:

## icon 232:1 ¶ 1 in tipofmyjoystick\_196efo1.txt

Codes:

● Purpose of post: Game search

Content:

Title: [PC] [2010's] flash game

## icon 232:2 ¶ 9 in tipofmyjoystick\_196efo1.txt

Codes:

● Game metadata: Game genre

Content:

: free roam, rpg-ish- but very simplistic as it was just a flash game. Skateboarding

## icon 232:3 ¶ 11 in tipofmyjoystick\_196efo1.txt

Codes:

● Game metadata: Release date / last played

Content:

stimated year of release: maybe early to mid 2010's? I maybe played it around 2015-2016

## icon 232:4 ¶ 13 in tipofmyjoystick\_196efo1.txt

Codes:

● Design: Graphics style

Content:

Sort of birds eye view, very simple art style, i want to say the characters were pretty stickman-esque and the environment too- it all looked hand drawn.

## icon 232:5 ¶ 15 in tipofmyjoystick\_196efo1.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

table characters: not really any noteable characters, you'd start the game up and it would have an id card of your character, with their name, how many days old they were and how much money you have.

## icon 232:6 ¶ 17 in tipofmyjoystick\_196efo1.txt

Codes:

● In-game narrative / structure: Game progression

Content:

: You'd start the game in your apartment and skateboard around the town, you could talk to the npc's, sometimes they'd approach you and try to start a fight

## icon 232:7 ¶ 17 in tipofmyjoystick\_196efo1.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

(there was a system where the more fights you won/lost the more good/bad karma you'd get - the better karma you had, the better the jobs you could apply for.

## icon 232:8 ¶ 17 – 19 in tipofmyjoystick\_196efo1.txt

Codes:

● In-game narrative / structure: Game context

Content:

. You'd basically just roam around on your skateboard and do whatever, go to work, to the bar, talk to the other stickmen walking around. there were a couple different areas, the little town you live in, then another one with the bigger establishments like the police station up north.

the only detail i remember very vividly is being able to buy a fake id of some sketchy guy in an alley to get more positive karma so you could get better jobs without having to grind your karma level (to be a cop you'd have to have almost no negative karma). There was also a homeless man who'd feed pigeons lol

# icon 233 tipofmyjoystick\_999z5c.txt

Content:

Title: Flash game from 2008 (last saw it on AddictingGames)

Body: Trying to remember this game in which you play as some guy who carries a particular sword and a pair of Mac-10s and guns his way through various shitty places killing demons and dark monks that eventually lead him to hell itself. He picks up different swords along the way from the bosses that he defeats (one has the power to yield lightning and defy gravity, the other freezes time, ect.) and also picks up a shotgun and some other weapon along the way. This came out way back in like 2008 maybe, trying to find it for nostalgia sake. Oh, and the "cut scenes" between each level were some pretty rad comic strips the creator drew himself. Anyone got any ideas? thanks

Subreddit: tipofmyjoystick

Upvotes: 3.0, Comments: 4.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/999z5c/flash\_game\_from\_2008\_last\_saw\_it\_on\_addictinggames/

6 Quotations:

## icon 233:1 ¶ 3 in tipofmyjoystick\_999z5c.txt

Codes:

● Game metadata: Weapons / tools

Content:

a particular sword and a pair of Mac-10s an

## icon 233:2 ¶ 1 in tipofmyjoystick\_999z5c.txt

Codes:

● Game metadata: Website / location

Content:

(last saw it on AddictingGames)

## icon 233:3 ¶ 1 in tipofmyjoystick\_999z5c.txt

Codes:

● Purpose of post: Game search

Content:

Title: Flash gam

## icon 233:4 ¶ 1 in tipofmyjoystick\_999z5c.txt

Codes:

● Game metadata: Release date / last played

Content:

me from 2008

## icon 233:5 ¶ 3 in tipofmyjoystick\_999z5c.txt

Codes:

● In-game narrative / structure: Game progression

Content:

He picks up different swords along the way from the bosses that he defeats (one has the power to yield lightning and defy gravity, the other freezes time, ect.)

## icon 233:6 ¶ 3 in tipofmyjoystick\_999z5c.txt

Codes:

● Design: Background imagery

Content:

Oh, and the "cut scenes" between each level were some pretty rad comic strips the creator drew himself.

# icon 234 tipofmyjoystick\_19695u8.txt

Content:

Title: [PC/flash game][2008-2012] Black and white point and click game

Body: I remember playing this game during the flash games kongregate/newgrounds heydays and it was hosted on one of those types of sites.

it was a point and click game where you navigated an environment with a black background and solved various puzzles. scattered throughout were collectable letters, which i remember had a bittersweet lonely theme and were used as clues for puzzle solutions. I think some may have been love notes?

the closest comparison I can make is yume nikki, with the same sort of spacial exploration and pixel style, only much simpler. and darker. all just white pixels on a black bg.

The style was very simple black and withe pixel art and you controlled a fairly simple sprite, no features or anything. I remember one puzzle was positioning three lights in a certain way, related to times. That puzzle was too hard for my dumb child brain so I stopped playing, but looking back on it now it seems like a game I would like now. thanks yall!

&#x200B;

Subreddit: tipofmyjoystick

Upvotes: 7.0, Comments: 0.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/19695u8/pcflash\_game20082012\_black\_and\_white\_point\_and/

8 Quotations:

## icon 234:1 ¶ 1 in tipofmyjoystick\_19695u8.txt

Codes:

● Game metadata: Game genre

Content:

point and click game

## icon 234:2 ¶ 1 in tipofmyjoystick\_19695u8.txt

Codes:

● Design: Graphics style

Content:

] Black and white

## icon 234:3 ¶ 3 in tipofmyjoystick\_19695u8.txt

Codes:

● Game metadata: Website / location

Content:

kongregate/newgrounds heydays an

## icon 234:4 ¶ 5 in tipofmyjoystick\_19695u8.txt

Codes:

● Design: Background imagery  ● In-game narrative / structure: Game mechanics

Content:

it was a point and click game where you navigated an environment with a black background and solved various puzzles.

## icon 234:5 ¶ 5 in tipofmyjoystick\_19695u8.txt

Codes:

● In-game narrative / structure: Similarity to other title

Content:

which i remember had a bittersweet lonely theme and were used as clues for puzzle solutions.

## icon 234:6 ¶ 7 in tipofmyjoystick\_19695u8.txt

Codes:

● In-game narrative / structure: Similarity to other title

Content:

the closest comparison I can make is yume nikk

## icon 234:7 ¶ 7 in tipofmyjoystick\_19695u8.txt

Codes:

● Design: Graphics style

Content:

spacial exploration and pixel style, only much simpler. and darker. all just white pixels on a black bg.

## icon 234:8 ¶ 1 in tipofmyjoystick\_19695u8.txt

Codes:

● Purpose of post: Game search

Content:

Title: [PC/flash game][2008-2012] Black and white point and click game

# icon 235 tipofmyjoystick\_atzehd.txt

Content:

Title: flash game where you played as paint/slime monsters

Body: a game where you played as a paint/slime-ish monster going around white levels (i think?) that i'm pretty sure it was on [www.flipline.com](https://www.flipline.com)

&amp;#x200B;

thanks

Subreddit: tipofmyjoystick

Upvotes: 5.0, Comments: 2.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/atzehd/flash\_game\_where\_you\_played\_as\_paintslime\_monsters/

2 Quotations:

## icon 235:1 ¶ 1 in tipofmyjoystick\_atzehd.txt

Codes:

● Game metadata: Main charachter / other characters  ● Purpose of post: Game search

Content:

flash game where you played as paint/slime monsters

## icon 235:2 ¶ 3 in tipofmyjoystick\_atzehd.txt

Codes:

● Game metadata: Website / location

Content:

[www.flipline.com](https://www.flipline.com)

# icon 236 tipofmyjoystick\_bs6ra9.txt

Content:

Title: Flash game similar to lemmings, but with a single character.

Body: You are in this glass tank. There are various obstacles you have to navigate to the end (I don't remember what the gameplay was like). The background was a laboratory and every once in a while a scientist passed by and wrote something on a clipboard. At one point in a later level, the lab is stormed, the scientist knocked out and you're taken away by these people in dark suits. The game continues, except the background is a different laboratory with these people. I think later on you are broken out again by the first scientist and some others, I'm not sure.

I played this around 2012. Any help is appreciated. Thanks!

Subreddit: tipofmyjoystick

Upvotes: 3.0, Comments: 4.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/bs6ra9/flash\_game\_similar\_to\_lemmings\_but\_with\_a\_single/

7 Quotations:

## icon 236:1 ¶ 1 in tipofmyjoystick\_bs6ra9.txt

Codes:

● In-game narrative / structure: Similarity to other title

Content:

Flash game similar to lemmings,

## icon 236:2 ¶ 1 in tipofmyjoystick\_bs6ra9.txt

Codes:

● Purpose of post: Game search

Content:

itle: Fl

## icon 236:3 ¶ 3 in tipofmyjoystick\_bs6ra9.txt

Codes:

● In-game narrative / structure: Game context

Content:

: You are in this glass tank.

## icon 236:4 ¶ 3 in tipofmyjoystick\_bs6ra9.txt

Codes:

● In-game narrative / structure: Game progression

Content:

There are various obstacles you have to navigate to the end (I don't remember what the gameplay was like).

## icon 236:5 ¶ 3 in tipofmyjoystick\_bs6ra9.txt

Codes:

● Design: Background imagery

Content:

he background was a laboratory and every once in a while a scientist passed by and wrote something on a clipboard.

## icon 236:6 ¶ 3 in tipofmyjoystick\_bs6ra9.txt

Codes:

● In-game narrative / structure: Game progression

Content:

At one point in a later level, the lab is stormed, the scientist knocked out and you're taken away by these people in dark suits. The game continues, except the background is a different laboratory with these people. I think later on you are broken out again by the first scientist and some others, I'm not sure.

## icon 236:7 ¶ 5 in tipofmyjoystick\_bs6ra9.txt

Codes:

● Game metadata: Release date / last played

Content:

I played this around 2012. A

# icon 237 tipofmyjoystick\_buhvco.txt

Content:

Title: A simple car game, a flash game

Body: \*\*Platform(s):\*\* PC (flash game) i remember it with a dr. or mr. in the name, but i'm not sure

\*\*Genre:\*\* Race, singleplayer car game

\*\*Estimated year of release:\*\* i was playing it in 2011-2012-2013

\*\*Graphics/art style:\*\* normal for a timed flash game, all quite geometric and with very sharp edges, even round objects had edges

\*\*Notable characters:\*\* so it was a game where you had to, with a car, overcome levels made by flying tracks, the tracks were narrow and you easily fell into the void (or clouds).

The music was chill/relaxing.

The car was light green by default and similar to a little car of our time

There were levels like beach, mountain, and city.

There was a bonus level, you had to unlock it, it was looking like a paradisiac level, all over clouds and with rainbows.

\*\*EDIT: I found it, its name is A Small Car\*\*

&amp;#x200B;

\*\*Notable gameplay mechanics:\*\* you drove the car with the arrows

\*\*Other details:\*\* please even a little detail can help me i want really to find out this game because my nostalgia level is over 9000

Subreddit: tipofmyjoystick

Upvotes: 3.0, Comments: 0.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/buhvco/a\_simple\_car\_game\_a\_flash\_game/

12 Quotations:

## icon 237:1 ¶ 1 in tipofmyjoystick\_buhvco.txt

Codes:

● Purpose of post: Game search

Content:

Title: A simple car game, a flash game

## icon 237:2 ¶ 3 in tipofmyjoystick\_buhvco.txt

Codes:

● Game metadata: Title

Content:

i remember it with a dr. or mr. in the name, but i'm not sure

## icon 237:3 ¶ 5 in tipofmyjoystick\_buhvco.txt

Codes:

● Game metadata: Game genre  ● Game metadata: Gamemode single/multiplayer

Content:

, singleplayer car game

## icon 237:4 ¶ 7 in tipofmyjoystick\_buhvco.txt

Codes:

● Game metadata: Release date / last played

Content:

as playing it in 2011-2012-2013

## icon 237:5 ¶ 9 in tipofmyjoystick\_buhvco.txt

Codes:

● Design: Graphics style

Content:

:\*\* normal for a timed flash game, all quite geometric and with very sharp edges, even round objects had edges

## icon 237:6 ¶ 11 in tipofmyjoystick\_buhvco.txt

Codes:

● In-game narrative / structure: Game progression

Content:

so it was a game where you had to, with a car, overcome levels made by flying tracks, the tracks were narrow and you easily fell into the void (or clouds).

## icon 237:7 ¶ 13 in tipofmyjoystick\_buhvco.txt

Codes:

● Design: Reference to sound design

Content:

The music was chill/relaxing.

## icon 237:8 ¶ 15 in tipofmyjoystick\_buhvco.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

The car was light green by default and similar to a little car of our time

## icon 237:9 ¶ 17 in tipofmyjoystick\_buhvco.txt

Codes:

● Design: Background imagery

Content:

There were levels like beach, mountain, and city.

## icon 237:10 ¶ 21 in tipofmyjoystick\_buhvco.txt

Codes:

● Game metadata: Title

Content:

A Small Car\*

## icon 237:11 ¶ 25 in tipofmyjoystick\_buhvco.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

you drove the car with the arrows

## icon 237:12 ¶ 27 in tipofmyjoystick\_buhvco.txt

Codes:

● Experience and preservation: Nostalgia

Content:

\* please even a little detail can help me i want really to find out this game because my nostalgia level is over 9000

# icon 238 tipofmyjoystick\_bz0tft.txt

Content:

Title: A pokemon flash game where pikachu had to traverse a dangerous world, with pikachu getting killed in terribly gory ways each time you died.

Body: Basically what the title says. My friend showed it to me in 1997-98 when i'd come over to his house. It was funny, gory, and pikachu, and neither he nor I can remember what it was called.

Subreddit: tipofmyjoystick

Upvotes: 8.0, Comments: 5.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/bz0tft/a\_pokemon\_flash\_game\_where\_pikachu\_had\_to/

3 Quotations:

## icon 238:1 ¶ 1 in tipofmyjoystick\_bz0tft.txt

Codes:

● Game metadata: Game genre  ● Purpose of post: Game search

Content:

e: A pokemon flash game where pikachu had to traverse a dangerous world, with pikachu getting killed in terribly gory ways each time you died.

## icon 238:2 ¶ 3 in tipofmyjoystick\_bz0tft.txt

Codes:

● Game metadata: Release date / last played

Content:

y: Basically what the title says. My friend showed it to me in 1997-98 when i'd come over to his house.

## icon 238:3 ¶ 3 in tipofmyjoystick\_bz0tft.txt

Codes:

● Game metadata: Game theme

Content:

It was funny, gory, and pikachu, and neither he nor I can remember what it was called.

# icon 239 tipofmyjoystick\_c3pmc6.txt

Content:

Title: point-and-click flash game where you explore the dreams of a hospitalised man and solve puzzles?

Body: platform: pc (online flash game)

genre: point-and-click, problem-solving (puzzle?)

est year of release: 2000-2014

graphics: pixel art, pale, washed-out colours. side-scrolling levels. no real background, pretty sure it was just a white void. characters didnt have faces.

notable characters: the main character was a man, pretty sure he’s in a hospital gown and nothing else. didn’t have a face. there was also two children (possibly boy and girl), maybe on a playground, who had an echo-y laugh when you clicked on them that i remember being kind of creepy. there was a woman who was the main character’s wife. and i think a crying child (possibly little boy) who i think you had to give a toy?

gameplay mechanics: opening cutscene is in first-person of a man in a hospital bed, it fades out as he falls asleep (there might’ve been written dialogue from a woman on-screen as he fell asleep). cuts to the dream-world, he always starts off standing next to a hospital bed with an IV. you get to different areas by going through doors. there are various objects or characters in different areas, two objects i remember are an empty cradle and a toy rabbit. you can talk to people and pick up items, and you have to solve the different people’s problems by giving them items i’m pretty sure. each time you play, the objects and characters are different, so i think there was some sort of randomisation.

other: background music was minimalistic and ambient, a bit echoy and sad. i dont remember a ton about this game since i last played it many years ago, which is why i’m mot certain about everything. the objects and characters in the man’s dream were representative of stuff from his life, for example i think the cradle might’ve symbolised that him and his wife couldnt have kids? i think i also remember some kind of board before the start of the game where your different ‘dreams’ were kept track of, but i’m not certain if this was a feature or i’m just misremembering

Subreddit: tipofmyjoystick

Upvotes: 3.0, Comments: 9.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/c3pmc6/pointandclick\_flash\_game\_where\_you\_explore\_the/

9 Quotations:

## icon 239:1 ¶ 1 in tipofmyjoystick\_c3pmc6.txt

Codes:

● Game metadata: Game genre

Content:

point-and-click flash game

## icon 239:2 ¶ 1 in tipofmyjoystick\_c3pmc6.txt

Codes:

● In-game narrative / structure: Game context

Content:

ou explore the dreams of a hospitalised man

## icon 239:3 ¶ 1 in tipofmyjoystick\_c3pmc6.txt

Codes:

● Purpose of post: Game search

Content:

Title: point-a

## icon 239:4 ¶ 7 in tipofmyjoystick\_c3pmc6.txt

Codes:

● Game metadata: Release date / last played

Content:

est year of release: 2000-2014

## icon 239:5 ¶ 9 in tipofmyjoystick\_c3pmc6.txt

Codes:

● Design: Graphics style

Content:

pixel art, pale, washed-out colours. side-scrolling levels. no real background, pretty sure it was just a white void. characters didnt have faces.

## icon 239:6 ¶ 11 in tipofmyjoystick\_c3pmc6.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

the main character was a man, pretty sure he’s in a hospital gown and nothing else. didn’t have a face. there was also two children (possibly boy and girl), maybe on a playground, who had an echo-y laugh when you clicked on them that i remember being kind of creepy. there was a woman who was the main character’s wife. and i think a crying child (possibly little boy) who i think you had to give a toy?

## icon 239:7 ¶ 13 in tipofmyjoystick\_c3pmc6.txt

Codes:

● In-game narrative / structure: Game progression

Content:

pening cutscene is in first-person of a man in a hospital bed, it fades out as he falls asleep (there might’ve been written dialogue from a woman on-screen as he fell asleep). cuts to the dream-world, he always starts off standing next to a hospital bed with an IV. you get to different areas by going through doors. there are various objects or characters in different areas, two objects i remember are an empty cradle and a toy rabbit. you can talk to people and pick up items, and you have to solve the different people’s problems by giving them items i’m pretty sure. each time you play, the objects and characters are different, so i think there was some sort of randomisation.

## icon 239:8 ¶ 15 in tipofmyjoystick\_c3pmc6.txt

Codes:

● Design: Reference to sound design

Content:

: background music was minimalistic and ambient, a bit echoy and sad. i

## icon 239:9 ¶ 15 in tipofmyjoystick\_c3pmc6.txt

Codes:

● In-game narrative / structure: Game context

Content:

dont remember a ton about this game since i last played it many years ago, which is why i’m mot certain about everything. the objects and characters in the man’s dream were representative of stuff from his life, for example i think the cradle might’ve symbolised that him and his wife couldnt have kids? i think i also remember some kind of board before the start of the game where your different ‘dreams’ were kept track of, but i’m not certain if this was a feature or i’m just misremembering

# icon 240 tipofmyjoystick\_c5yvap.txt

Content:

Title: Flash game where you had a castle and had to defend it against your opponents by shooting arrows

Body: It was almost a stick figure game (may have been a stick figure game) It had customisable flags and a customisable colour scheme, you shot arrows from your castle and they sent dragons and armies against you and you had to send out units and shoot them with your arrows. There were flame arrows and stuff, was a fucking great game but I can’t remember the name and would love to play it again

Subreddit: tipofmyjoystick

Upvotes: 80.0, Comments: 9.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/c5yvap/flash\_game\_where\_you\_had\_a\_castle\_and\_had\_to/

5 Quotations:

## icon 240:1 ¶ 1 in tipofmyjoystick\_c5yvap.txt

Codes:

● Purpose of post: Game search

Content:

Title: Flash game where you had a castle and had to defend it against your opponents by shooting arrows

## icon 240:2 ¶ 3 in tipofmyjoystick\_c5yvap.txt

Codes:

● Game metadata: Game genre

Content:

: It was almost a stick figure game (may have been a stick figure game)

## icon 240:3 ¶ 3 in tipofmyjoystick\_c5yvap.txt

Codes:

● In-game narrative / structure: Customisation options

Content:

It had customisable flags and a customisable colour scheme, you

## icon 240:4 ¶ 3 in tipofmyjoystick\_c5yvap.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

shot arrows from your castle and they sent dragons and armies against you and you had to send out units and shoot them with your arrows.

## icon 240:5 ¶ 3 in tipofmyjoystick\_c5yvap.txt

Codes:

● Game metadata: Weapons / tools

Content:

There were flame arrows and stuff

# icon 241 tipofmyjoystick\_c843xj.txt

Content:

Title: looking for interactive flash game

Body: Platform: PC

Genre: Adventure, Point &amp; Click, Find items

Estimated year of release: 2006 - 2007

Graphics/art style: 2D cartoon, colorful

Notable characters: ginger-haired girl, a guy, an old dude, a kid

Notable gameplay mechanics: there are multiple parts to this game, in each part you get to play as a different character, and the story progresses throughout each part. The main goal is to find some sort of mystery item i dont really remembered and to defeat the main villain.

Other details: i remembered one part really well. The ginger-haired girl were sitting in a round table with the other characters, and one of the items she obtained suddenly granted her the ability to travel through time. While she travels, the other characters aged and turned into really creepy figures (travels too far in the future = aliens, travels too far back in the past = fossils (?)). I remembered when she finished traveling, everything turned back to normal and the other characters looked around and the girl falls asleep with another new relic/item by her side.

I also remembered the final part where i fought the main villain with all the characters but never beat him. The location was the Stonehenge for some reason i dont know. Any help is appreciated.

Subreddit: tipofmyjoystick

Upvotes: 3.0, Comments: 0.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/c843xj/looking\_for\_interactive\_flash\_game/

7 Quotations:

## icon 241:1 ¶ 1 in tipofmyjoystick\_c843xj.txt

Codes:

● Purpose of post: Game search

Content:

Title: looking for interactive flash game

## icon 241:2 ¶ 5 in tipofmyjoystick\_c843xj.txt

Codes:

● Game metadata: Game genre

Content:

Adventure, Point &amp; Click, Find items

## icon 241:3 ¶ 7 in tipofmyjoystick\_c843xj.txt

Codes:

● Game metadata: Release date / last played

Content:

2006 - 2007

## icon 241:4 ¶ 9 in tipofmyjoystick\_c843xj.txt

Codes:

● Design: Graphics style

Content:

2D cartoon, colorful

## icon 241:5 ¶ 11 in tipofmyjoystick\_c843xj.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

ginger-haired girl, a guy, an old dude, a kid

## icon 241:6 ¶ 13 in tipofmyjoystick\_c843xj.txt

Codes:

● In-game narrative / structure: Game progression

Content:

: there are multiple parts to this game, in each part you get to play as a different character, and the story progresses throughout each part. The main goal is to find some sort of mystery item i dont really remembered and to defeat the main villain.

## icon 241:7 ¶ 15 – 17 in tipofmyjoystick\_c843xj.txt

Codes:

● In-game narrative / structure: Game context

Content:

: i remembered one part really well. The ginger-haired girl were sitting in a round table with the other characters, and one of the items she obtained suddenly granted her the ability to travel through time. While she travels, the other characters aged and turned into really creepy figures (travels too far in the future = aliens, travels too far back in the past = fossils (?)). I remembered when she finished traveling, everything turned back to normal and the other characters looked around and the girl falls asleep with another new relic/item by her side.

I also remembered the final part where i fought the main villain with all the characters but never beat him. The location was the Stonehenge for some reason i dont know. Any help is appreciated.

# icon 242 tipofmyjoystick\_dap5xp.txt

Content:

Title: What was the flash game site called? : One game you were a hamster drifting down on a leaf, catching water droplets. Charming piano music in the background.

Body: Another you were in a hot air balloon dodging clouds and collecting points. Any idea what this site was called?

Subreddit: tipofmyjoystick

Upvotes: 13.0, Comments: 6.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/dap5xp/what\_was\_the\_flash\_game\_site\_called\_one\_game\_you/

5 Quotations:

## icon 242:1 ¶ 1 in tipofmyjoystick\_dap5xp.txt

Codes:

● Design: Reference to sound design

Content:

Charming piano music in the background.

## icon 242:2 ¶ 1 in tipofmyjoystick\_dap5xp.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

One game you were a hamster drifting

## icon 242:3 ¶ 1 in tipofmyjoystick\_dap5xp.txt

Codes:

● In-game narrative / structure: Game context

Content:

down on a leaf, catching water droplets.

## icon 242:4 ¶ 3 in tipofmyjoystick\_dap5xp.txt

Codes:

● Design: Background imagery

Content:

nother you were in a hot air balloon dodging clouds and collecting points.

## icon 242:5 ¶ 1 in tipofmyjoystick\_dap5xp.txt

Codes:

● Purpose of post: Game search

Content:

Title: What was the flash game site called?

# icon 243 tipofmyjoystick\_dsratv.txt

Content:

Title: Early 2000s Flash Game

Body: \*\*Platform(s):\*\* PC

\*\*Genre:\*\* 2D, Simulation, Violent

\*\*Estimated year of release:\*\* Early 2000s

\*\*Graphics/art style:\*\* Cartoony

\*\*Notable characters:\*\* Main character that you beat up was a grey body made up of circles (big circle for torso, little circles for head and limbs). You could purchase different skins for the main character.

\*\*Notable gameplay mechanics:\*\* It's very similar to Happy Room in mechanics, so much that Happy Room seems like a spiritual successor that came out \\~10 years later.

\*\*Other details:\*\* You slap the main character/dummy around for money to buy more intense weapons. You started with an open hand slap and could buy nukes, grenades, etc. The character would have frowny faces as you hit them. You could also buy a radio and they would have smiley faces instead when they listened to it.

Subreddit: tipofmyjoystick

Upvotes: 3.0, Comments: 5.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/dsratv/early\_2000s\_flash\_game/

8 Quotations:

## icon 243:1 ¶ 9 in tipofmyjoystick\_dsratv.txt

Codes:

● Design: Graphics style

Content:

Cartoony

## icon 243:2 ¶ 11 in tipofmyjoystick\_dsratv.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

\*\*Notable characters:\*\* Main character that you beat up was a grey body made up of circles (big circle for torso, little circles for head and limbs). You could purchase different skins for the main character.

## icon 243:3 ¶ 5 in tipofmyjoystick\_dsratv.txt

Codes:

● Game metadata: Game genre  ● Game metadata: Game theme

Content:

2D, Simulation, Violent

## icon 243:4 ¶ 13 in tipofmyjoystick\_dsratv.txt

Codes:

● In-game narrative / structure: Similarity to other title

Content:

It's very similar to Happy Room in mechanics, so much that Happy Room seems like a spiritual successor that came out \\~10 years later.

## icon 243:5 ¶ 15 in tipofmyjoystick\_dsratv.txt

Codes:

● In-game narrative / structure: Game progression

Content:

You slap the main character/dummy around for money to buy more intense weapons.

## icon 243:6 ¶ 15 in tipofmyjoystick\_dsratv.txt

Codes:

● Game metadata: Weapons / tools

Content:

You started with an open hand slap and could buy nukes, grenades, etc.

## icon 243:7 ¶ 15 in tipofmyjoystick\_dsratv.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

The character would have frowny faces as you hit them. You could also buy a radio and they would have smiley faces instead when they listened to it.

## icon 243:8 ¶ 1 in tipofmyjoystick\_dsratv.txt

Codes:

● Purpose of post: Game search

Content:

Title: Early 2000s Flash Game

# icon 244 tipofmyjoystick\_dyrn4b.txt

Content:

Title: Looking for what I think is a flash game from a couple years ago..

Body: [deleted]

Subreddit: tipofmyjoystick

Upvotes: 3.0, Comments: 4.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/dyrn4b/looking\_for\_what\_i\_think\_is\_a\_flash\_game\_from\_a/

1 Quotations:

## icon 244:1 ¶ 1 – 7 in tipofmyjoystick\_dyrn4b.txt

Codes:

● Purpose of post: Not relevant / broken post

Content:

Title: Looking for what I think is a flash game from a couple years ago..

Body: [deleted]

Subreddit: tipofmyjoystick

Upvotes: 3.0, Comments: 4.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/dyrn4b/looking\_for\_what\_i\_think\_is\_a\_flash\_game\_from\_a/

# icon 245 tipofmyjoystick\_e2d3l2.txt

Content:

Title: A Knight Online Lookalike Browser/Flash game that i played around 2010s.

Body: Platform(s): Brower Game (with Flash)

Genre: MMORPGish

Estimated year of release:2014-2008

Graphics/Art Style: Knight Online like artstyle

Notable Characters: -

Notable Gameplay Mechanics: You were opening the site, enter your username and it would put you directly into the game. Gameplay mechanics were a typical MMORPG game.

Other details: You were just entering your username and it would immiadetly put you into the game.

The spawn point was full of new players, to start the real adventure, you were passing a bridge above a river and reach a huge castle. Once you were inside the castle, there were huge stairs that goes upwards from both sides and in the middle of the stairs, there was a portal. Once you go into the portal, you find yourself in a dungeon, slaying big spiders. In the dungeon, there were a spiral staircase that was going downwards layer by layer.

Note: At that time people were talking about this game like Knight Online ripoff.

Subreddit: tipofmyjoystick

Upvotes: 3.0, Comments: 3.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/e2d3l2/a\_knight\_online\_lookalike\_browserflash\_game\_that/

7 Quotations:

## icon 245:1 ¶ 1 in tipofmyjoystick\_e2d3l2.txt

Codes:

● Purpose of post: Game search

Content:

A Knight Online Lookalike Browser/Flash game that i played around 2010s.

## icon 245:2 ¶ 1 in tipofmyjoystick\_e2d3l2.txt

Codes:

● In-game narrative / structure: Similarity to other title

Content:

Knight Online Lookalike Browser/

## icon 245:3 ¶ 5 in tipofmyjoystick\_e2d3l2.txt

Codes:

● Game metadata: Game genre

Content:

MMORPGish

## icon 245:4 ¶ 7 in tipofmyjoystick\_e2d3l2.txt

Codes:

● Game metadata: Release date / last played

Content:

:2014-2008

## icon 245:5 ¶ 9 in tipofmyjoystick\_e2d3l2.txt

Codes:

● Design: Graphics style  ● In-game narrative / structure: Similarity to other title

Content:

Knight Online like artstyle

## icon 245:6 ¶ 13 in tipofmyjoystick\_e2d3l2.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

s: You were opening the site, enter your username and it would put you directly into the game. Gameplay mechanics were a typical MMORPG game.

## icon 245:7 ¶ 15 – 17 in tipofmyjoystick\_e2d3l2.txt

Codes:

● In-game narrative / structure: Game context

Content:

You were just entering your username and it would immiadetly put you into the game.

The spawn point was full of new players, to start the real adventure, you were passing a bridge above a river and reach a huge castle. Once you were inside the castle, there were huge stairs that goes upwards from both sides and in the middle of the stairs, there was a portal. Once you go into the portal, you find yourself in a dungeon, slaying big spiders. In the dungeon, there were a spiral staircase that was going downwards layer by layer.

Note: At that time people were talking about this game like Knight Online ripoff.

# icon 246 tipofmyjoystick\_e9p0xm.txt

Content:

Title: Pre-2010 Flash game about sidescrolling ninja with a TON of purple...

Body: \*\*Platform(s):\*\* PC (Browser Game, probably Flash)

\*\*Genre:\*\* 2D Side-Scrolling Platformer.

\*\*Estimated year of release:\*\* Should be between 2005 and 2010, i think?

\*\*Graphics/art style:\*\* Cartoony yet really detailed, dominant colour was purple. Had a HUD on top of the screen.

\*\*Notable characters:\*\* The protagonist was a ninja that fought monsters and other ninjas, there were also probably bosses to fight. Monsters were based on japanese myths, i think.

\*\*Notable gameplay mechanics:\*\* You could pick up scrolls, hidden in the environment or got after defeating bosses. They would show up on the HUD in the top right corner of the screen and acted as magic spells.

\*\*Other details:\*\* After each level, text would come up on the screen and explain new developments in the plot, sort of like the Ninja Gaiden games for NES, but only with text. There were a lot of areas, including an urban one where you had to jump on top of shops'roofs, and one where you jumped on tree branches. The game had a lot of japanese/chinese influence, and if i recall correctly there were some kanji characters in the environment or HUD. I remember it had high ratings.

I've been trying to find this game for years, so this sub is kind of my last hope right now... Thanks for the help!

Subreddit: tipofmyjoystick

Upvotes: 8.0, Comments: 3.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/e9p0xm/pre2010\_flash\_game\_about\_sidescrolling\_ninja\_with/

9 Quotations:

## icon 246:1 ¶ 1 in tipofmyjoystick\_e9p0xm.txt

Codes:

● Purpose of post: Game search

Content:

Pre-2010 Flash game about sidescrolling ninja with a TON of purple...

## icon 246:2 ¶ 1 in tipofmyjoystick\_e9p0xm.txt

Codes:

○ Design: Perspective  ● Game metadata: Game genre

Content:

about sidescrolling

## icon 246:3 ¶ 1 in tipofmyjoystick\_e9p0xm.txt

Codes:

● Game metadata: Game theme

Content:

ninja

## icon 246:4 ¶ 5 in tipofmyjoystick\_e9p0xm.txt

Codes:

○ Design: Perspective  ● Game metadata: Game genre

Content:

2D Side-Scrolling Platformer.

## icon 246:5 ¶ 7 in tipofmyjoystick\_e9p0xm.txt

Codes:

● Game metadata: Release date / last played

Content:

\*\*Estimated year of release:\*\* Should be between 2005 and 2010, i think?

## icon 246:6 ¶ 9 in tipofmyjoystick\_e9p0xm.txt

Codes:

● Design: Graphics style

Content:

Cartoony yet really detailed, dominant colour was purple. Had a HUD on top of the screen.

## icon 246:7 ¶ 11 in tipofmyjoystick\_e9p0xm.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

\* The protagonist was a ninja that fought monsters and other ninjas, there were also probably bosses to fight. Monsters were based on japanese myths, i think.

## icon 246:8 ¶ 13 in tipofmyjoystick\_e9p0xm.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

You could pick up scrolls, hidden in the environment or got after defeating bosses. They would show up on the HUD in the top right corner of the screen and acted as magic spells.

## icon 246:9 ¶ 15 in tipofmyjoystick\_e9p0xm.txt

Codes:

● In-game narrative / structure: Similarity to other title

Content:

sort of like the Ninja Gaiden games for NES, but only with text.

# icon 247 tipofmyjoystick\_ebjgem.txt

Content:

Title: An Old Flash Game on the Internet

Body:

\*\*Platform(s): Computer\*\*

\*\*Genre: platform/running\*\*

\*\*Estimated year of release: 2003/4?\*\*

\*\*Graphics/art style: drawn/flash\*\*

\*\*Notable characters: birds\*\*

\*\*Notable gameplay mechanics: space to jump\*\*

\*\*Other details:\*\* You would play as a few birds running in single file and you would have to jump over incoming obstacles right to left. Every so often you would get another bird to follow behind you. The game was nice but the BG music was what I really want to hear again.

Subreddit: tipofmyjoystick

Upvotes: 3.0, Comments: 4.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/ebjgem/an\_old\_flash\_game\_on\_the\_internet/

9 Quotations:

## icon 247:1 ¶ 9 in tipofmyjoystick\_ebjgem.txt

Codes:

● Game metadata: Release date / last played

Content:

\*\*Estimated year of release: 2003/4?\*\*

## icon 247:2 ¶ 11 in tipofmyjoystick\_ebjgem.txt

Codes:

● Design: Graphics style

Content:

\*\*Graphics/art style: drawn/flash\*\*

## icon 247:3 ¶ 7 in tipofmyjoystick\_ebjgem.txt

Codes:

● Game metadata: Game genre

Content:

\*\*Genre: platform/running\*\*

## icon 247:4 ¶ 1 in tipofmyjoystick\_ebjgem.txt

Codes:

● Purpose of post: Game search

Content:

Title: An Old Flash Game on the Internet

## icon 247:5 ¶ 13 in tipofmyjoystick\_ebjgem.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

\*\*Notable characters: birds\*\*

## icon 247:6 ¶ 15 in tipofmyjoystick\_ebjgem.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

\*\*Notable gameplay mechanics: space to jump\*\*

## icon 247:7 ¶ 17 in tipofmyjoystick\_ebjgem.txt

Codes:

● Design: Reference to sound design

Content:

BG music was what I really want to hear again.

## icon 247:8 ¶ 17 in tipofmyjoystick\_ebjgem.txt

Codes:

● In-game narrative / structure: Game context

Content:

\* You would play as a few birds running in single file and you would have to jump over incoming obstacles right to left. Every so often you would get another bird to follow behind you

## icon 247:9 ¶ 17 in tipofmyjoystick\_ebjgem.txt

Codes:

● Experience and preservation: Nostalgia

Content:

The game was nice but the BG music was what I really want to hear again.

# icon 248 tipofmyjoystick\_ec0fsr.txt

Content:

Title: PC flash game

Body: I used to play this game on browsers a couple years ago.

The game started with a cube or a circle and as you ass characters/objects into it the scenery of the cube changes. It’s almost like every change creates something new and upgrades the world. It’s a very short game based on doing stuff in a specific manner.

One of the games had an end where you built a rocket that could either go to the moon and plant a flag or crash down and you couldn’t move on.

All I know is that it was a browser flash game.

Subreddit: tipofmyjoystick

Upvotes: 3.0, Comments: 3.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/ec0fsr/pc\_flash\_game/

4 Quotations:

## icon 248:1 ¶ 5 in tipofmyjoystick\_ec0fsr.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

he game started with a cube or a circle and as you ass characters/objects into it the scenery of the cube changes.

## icon 248:2 ¶ 5 in tipofmyjoystick\_ec0fsr.txt

Codes:

● In-game narrative / structure: Game progression

Content:

It’s almost like every change creates something new and upgrades the world

## icon 248:3 ¶ 5 in tipofmyjoystick\_ec0fsr.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

It’s a very short game based on doing stuff in a specific manner.

## icon 248:4 ¶ 1 in tipofmyjoystick\_ec0fsr.txt

Codes:

● Purpose of post: Game search

Content:

Title: PC flash game

# icon 249 tipofmyjoystick\_egn7pf.txt

Content:

Title: Flash game pre-2014

Body:

\*\*Platform(s): Is (or was) supported by chrome\*\*

\*\*Genre: unsure\*\*

\*\*Estimated year of release: pre-2014\*\*

\*\*Graphics/art style: pixel art like\*\*

\*\*Notable characters: i think 3 robots one greenish one pinkish\*\*

\*\*Notable gameplay mechanics: robot seemed to be on a zip line continuing to the right "endlessly"\*\*

\*\*Other details: You play as a robot, from memory i think you were on a zip line fighting enemies to save other robots that you can play as later\*\*

Just want to play again as it's one of those games I played a long time ago and never saw again.

Subreddit: tipofmyjoystick

Upvotes: 3.0, Comments: 0.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/egn7pf/flash\_game\_pre2014/

7 Quotations:

## icon 249:1 ¶ 1 in tipofmyjoystick\_egn7pf.txt

Codes:

● Purpose of post: Game search

Content:

Title: Flash game pre-2014

## icon 249:2 ¶ 11 in tipofmyjoystick\_egn7pf.txt

Codes:

● Design: Graphics style

Content:

\*\*Graphics/art style: pixel art like\*\*

## icon 249:3 ¶ 9 in tipofmyjoystick\_egn7pf.txt

Codes:

● Game metadata: Release date / last played

Content:

\*\*Estimated year of release: pre-2014\*\*

## icon 249:4 ¶ 13 in tipofmyjoystick\_egn7pf.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

\*\*Notable characters: i think 3 robots one greenish one pinkish\*\*

## icon 249:5 ¶ 15 in tipofmyjoystick\_egn7pf.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

\*\*Notable gameplay mechanics: robot seemed to be on a zip line continuing to the right "endlessly"\*\*

## icon 249:6 ¶ 17 in tipofmyjoystick\_egn7pf.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

You play as a robot, fro

## icon 249:7 ¶ 17 in tipofmyjoystick\_egn7pf.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

y i think you were on a zip line fighting enemies to save other robots that you can play as later

# icon 250 tipofmyjoystick\_erce92.txt

Content:

Title: Old flash game i used to play

Body: Hi everyone, i am trying to find a flash(i think) game i used to play when i was younger.

Here’s what i remember:

you play as this dude (i remember him being green but not sure) wearing a white shirt, brownish trousers and some sort of red accessory (might have been a scarf)

you complete these levels that have themes to them (some were fire themed, poison etc..)

there were different type of traps like down pointing spears that fall on you if you walk into it

you completed the level when you reached a wooden door

the game was 2d and you sorta had a top down view

the background to each level was dark

the title screen i believe had pink clouds and some sort of female figure (like a wizard or princess of some sort)

you could also make your own levels

i don’t think this helps but the website i played it on had a yellow header at the top

english is not my first language so i find explaining this very hard. i know this is fairly vague but i hope someone recognizes it, i posted about this a while back on a random online forum but still to this day have no clue what the name of this game was

Subreddit: tipofmyjoystick

Upvotes: 5.0, Comments: 1.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/erce92/old\_flash\_game\_i\_used\_to\_play/

6 Quotations:

## icon 250:1 ¶ 5 in tipofmyjoystick\_erce92.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

you play as this dude (i remember him being green but not sure) wearing a white shirt, brownish trousers and some sort of red accessory (might have been a scarf)

## icon 250:2 ¶ 6 in tipofmyjoystick\_erce92.txt

Codes:

● In-game narrative / structure: Game context

Content:

you complete these levels that have themes to them (some were fire themed, poison etc..)

## icon 250:3 ¶ 7 – 8 in tipofmyjoystick\_erce92.txt

Codes:

● In-game narrative / structure: Game progression

Content:

there were different type of traps like down pointing spears that fall on you if you walk into it

you completed the level when you reached a wooden door

## icon 250:4 ¶ 9 in tipofmyjoystick\_erce92.txt

Codes:

● Design: Graphics style

Content:

the game was 2d and you sorta had a top down view

## icon 250:5 ¶ 13 in tipofmyjoystick\_erce92.txt

Codes:

● Game metadata: Website / location

Content:

i don’t think this helps but the website i played it on had a yellow header at the top

## icon 250:6 ¶ 1 in tipofmyjoystick\_erce92.txt

Codes:

● Purpose of post: Game search

Content:

Title: Old flash game i used to play

# icon 251 tipofmyjoystick\_ffipss.txt

Content:

Title: [Flash][2005-2010] 3D shockwave flash game with open fame buggy cars

Body: Does anyone remember an old 3d, possibly shockwave, flash game with cars, set in a sort of open arena with different themed maps in desert like locations, where the objective was to destroy each dume buggy?

Subreddit: tipofmyjoystick

Upvotes: 3.0, Comments: 0.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/ffipss/flash20052010\_3d\_shockwave\_flash\_game\_with\_open/

4 Quotations:

## icon 251:1 ¶ 1 in tipofmyjoystick\_ffipss.txt

Codes:

● Design: Graphics style  ● Purpose of post: Game search

Content:

3D shockwave flash game with open fame buggy cars

## icon 251:2 ¶ 3 in tipofmyjoystick\_ffipss.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

game with cars,

## icon 251:3 ¶ 3 in tipofmyjoystick\_ffipss.txt

Codes:

● Design: Background imagery

Content:

et in a sort of open arena with different themed maps in desert like locations,

## icon 251:4 ¶ 3 in tipofmyjoystick\_ffipss.txt

Codes:

● In-game narrative / structure: Game goal

Content:

where the objective was to destroy each dume buggy?

# icon 252 tipofmyjoystick\_fqs49x.txt

Content:

Title: A Flash game with Tellytubbies who are charged with protecting a nuclear warhead

Body: Hi All, found this subreddit as I'm sure many of us did through Nexpo's video on reddit mysteries, and I had no idea about this sub prior so shoutout to them for letting me know about this great place for fragmented memories to become whole again.

So I remember this game (or series of games, I don't remember), that were quite highly political on a flash website of some description, the most vivid memory I have of them was the title above, and I think it had something to do with Saddam Hussein and George W. Bush's invasion of Iraq. It was a highly political game and I remember barely understanding it as a kid but I remember my mum trying to stop me from playing it when it showed what I think was a naked drawing of George W. Bush's mother or wife naked.

Besides this I don't know if there are any other memories of this game or even if these two memories above were part of the same experience, but if anyone also has a memory of either of these scenes in a flash game it would be greatly appreciated if any of you could help. I think it came out in the Bush era, so it must have been 2000-2008.

Hope you guys can help &lt;3

EDIT: I forgot to mention that you could play with the teletubbies and were able to grab the warhead and carry it around with you, I have a vivid memory of it being a 2D platformer with a dark sense of humour.

EDIT 2: So thanks to /u/Neorem's recommendation I found a flash game called 'George W Bush's Desktop' that contains a reference to tellytubbies in a fake email he receives. Apparently there's some long running trend with connecting George Bush to the tellytubbies. [https://imgur.com/a/6dxbBjD](https://imgur.com/a/6dxbBjD)

Subreddit: tipofmyjoystick

Upvotes: 7.0, Comments: 7.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/fqs49x/a\_flash\_game\_with\_tellytubbies\_who\_are\_charged/

10 Quotations:

## icon 252:1 ¶ 5 in tipofmyjoystick\_fqs49x.txt

Codes:

● Game metadata: Part of game series

Content:

So I remember this game (or series of games, I don't remember)

## icon 252:2 ¶ 1 in tipofmyjoystick\_fqs49x.txt

Codes:

● Game metadata: Main charachter / other characters  ● Purpose of post: Game search

Content:

Title: A Flash game with Tellytubbies

## icon 252:4 ¶ 5 in tipofmyjoystick\_fqs49x.txt

Codes:

● Game metadata: Game theme

Content:

quite highly political

## icon 252:5 ¶ 5 in tipofmyjoystick\_fqs49x.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

Saddam Hussein and George W. Bush's

## icon 252:6 ¶ 5 in tipofmyjoystick\_fqs49x.txt

Codes:

● In-game narrative / structure: Game context

Content:

George W. Bush's invasion of Iraq. It was a highly political game and I remember barely understanding it as a kid but I remember my mum trying to stop me from playing it when it showed what I think was a naked drawing of George W. Bush's mother or wife naked.

## icon 252:7 ¶ 7 in tipofmyjoystick\_fqs49x.txt

Codes:

● Game metadata: Release date / last played

Content:

2000-2008.

## icon 252:8 ¶ 11 in tipofmyjoystick\_fqs49x.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

I forgot to mention that you could play with the teletubbies and were able to grab the warhead and carry it around with you,

## icon 252:9 ¶ 11 in tipofmyjoystick\_fqs49x.txt

Codes:

● Game metadata: Game genre

Content:

have a vivid memory of it being a 2D platformer

## icon 252:10 ¶ 11 in tipofmyjoystick\_fqs49x.txt

Codes:

● Game metadata: Game theme

Content:

a dark sense of humour.

## icon 252:11 ¶ 11 in tipofmyjoystick\_fqs49x.txt

Codes:

● Game metadata: Game theme

Content:

mer with a dark sense of humour.

# icon 253 tipofmyjoystick\_fs6r3u.txt

Content:

Title: Flash game where you rebuild a city after a zombie apocalypse

Body: This game is about a decade old, maybe older, maybe not. It was an isometric game where you had to recruit survivors, farm food and fend off zombie attacks each turn as you slowly took back the city.

Each day's details were presented to you in a folder and documents format, and the city itself was partially randomized (to my knowledge) there was usually a dark cult working inside a graveyard to make the zombies, and there were multiple ways to win. You could create a cure, you could stop the cult from making more zombies or just kill all the zombies and take over every building in the city.

Each building had different uses and housed different supplies (police stations had weapons, stores had food, malls might have had anything, etc...) and how many zombies were infesting an area was recorded only after scouts could search it or your settlements expanded onto their doorstep.

I don't recall much else about it, except that the zombies were called zed, likely just a product of the culture of the creator.

Subreddit: tipofmyjoystick

Upvotes: 4.0, Comments: 5.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/fs6r3u/flash\_game\_where\_you\_rebuild\_a\_city\_after\_a/

7 Quotations:

## icon 253:1 ¶ 1 in tipofmyjoystick\_fs6r3u.txt

Codes:

● In-game narrative / structure: Game context

Content:

you rebuild a city after a zombie apocalypse

## icon 253:2 ¶ 3 in tipofmyjoystick\_fs6r3u.txt

Codes:

● Game metadata: Release date / last played

Content:

: This game is about a decade old, maybe older, maybe not.

## icon 253:3 ¶ 3 in tipofmyjoystick\_fs6r3u.txt

Codes:

● Game metadata: Game genre

Content:

It was an isometric game

## icon 253:4 ¶ 3 in tipofmyjoystick\_fs6r3u.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

where you had to recruit survivors, farm food and fend off zombie attacks each turn as you slowly took back the city.

## icon 253:5 ¶ 5 in tipofmyjoystick\_fs6r3u.txt

Codes:

● In-game narrative / structure: Game context

Content:

Each day's details were presented to you in a folder and documents format, and the city itself was partially randomized (to my knowledge) there was usually a dark cult working inside a graveyard to make the zombies, and there were multiple ways to win. You could create a cure, you could stop the cult from making more zombies or just kill all the zombies and take over every building in the cit

## icon 253:6 ¶ 7 in tipofmyjoystick\_fs6r3u.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

Each building had different uses and housed different supplies (police stations had weapons, stores had food, malls might have had anything, etc...) and how many zombies were infesting an area was recorded only after scouts could search it or your settlements expanded onto their doorstep.

## icon 253:7 ¶ 1 in tipofmyjoystick\_fs6r3u.txt

Codes:

● Purpose of post: Game search

Content:

Title: Flash game where you rebuild a city after a zombie apocalypse

# icon 254 tipofmyjoystick\_g0atsf.txt

Content:

Title: [DESKTOP][Early 2000s] Cute Magical Flash Game Website

Body: \*\*Platform(s):Desktop/web browser

\*\*Genre: Super cute mini games

\*\*Estimated year of release:2005? Early 2000s

It was a website with sparkles and calming/relaxing music that had around 15 different mini games. One was, you played as a little girl standing next to a frozen lake at night and you see the reflection of stars. If you pressed the girl, her reflection would jump and you had to collect as many stars as you can. Another one was the POV of you recording the sky with a video camera. You would have to zoom and capture footage of a UFO that would fly across the sky. Points would be given for how far you zoomed in and the length of time. There was a scoreboard at the end listing high scores. I think there was another game where you played as a rabbit.

\*\*Graphics/art style:Animated, magical cartoon-like, dreamy

\*\*Notable characters: A little girl next to a lake?

\*\*Notable gameplay mechanics: Point and click or using arrow keys

\*\*Other details: I remember a deer? It had a definite like magical deer/animal/forest-y vibe with nice music.

Subreddit: tipofmyjoystick

Upvotes: 3.0, Comments: 5.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/g0atsf/desktopearly\_2000s\_cute\_magical\_flash\_game\_website/

6 Quotations:

## icon 254:1 ¶ 11 in tipofmyjoystick\_g0atsf.txt

Codes:

● Design: Graphics style

Content:

\*\*Graphics/art style:Animated, magical cartoon-like, dreamy

## icon 254:2 ¶ 1 in tipofmyjoystick\_g0atsf.txt

Codes:

● Purpose of post: Game search

Content:

Title: [DESKTOP][Early 2000s] Cute Magical Flash Game Website

## icon 254:3 ¶ 13 in tipofmyjoystick\_g0atsf.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

A little girl next to a lake?

## icon 254:4 ¶ 9 in tipofmyjoystick\_g0atsf.txt

Codes:

● Design: Graphics style  ● Design: Reference to sound design

Content:

It was a website with sparkles and calming/relaxing music

## icon 254:5 ¶ 15 in tipofmyjoystick\_g0atsf.txt

Codes:

● Game metadata: Game controls

Content:

Point and click or using arrow keys

## icon 254:6 ¶ 17 in tipofmyjoystick\_g0atsf.txt

Codes:

● Design: Reference to sound design  ● In-game narrative / structure: Game context

Content:

I remember a deer? It had a definite like magical deer/animal/forest-y vibe with nice music.

# icon 255 tipofmyjoystick\_go0e9q.txt

Content:

Title: [Flash game][mid 2010s] A puzzle game with vampires and werewolves

Body:

\\[Platform(s)\\] :Flash game

\\[Genre\\] :?

\\[Estimated year of release\\] :2010's

\\[Graphics/art style\\] :2D but characters were simple balls that had faces.

\\[Notable characters\\] :A vampire,A human,A priest in mid-game,A werewolf in late-game.

\\[Notable gameplay mechanics\\] :We didn't control characters,but control things that the level contained.The player could cut ropes or destroy wooden things.The player's goal was to make the human a vampire by making him touch the vampire.

\\[Other details\\] :The werewolf would kill the human and vampire when he touched them.The priest would kill the vampire and the werewolf when he touched them.Some levels also contained some garlics that would kill the vampire.

Subreddit: tipofmyjoystick

Upvotes: 3.0, Comments: 9.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/go0e9q/flash\_gamemid\_2010s\_a\_puzzle\_game\_with\_vampires/

10 Quotations:

## icon 255:1 ¶ 1 in tipofmyjoystick\_go0e9q.txt

Codes:

● Game metadata: Game genre

Content:

A puzzle game

## icon 255:2 ¶ 1 in tipofmyjoystick\_go0e9q.txt

Codes:

● Game metadata: Game theme

Content:

h vampires and werewolves

## icon 255:3 ¶ 9 in tipofmyjoystick\_go0e9q.txt

Codes:

● Game metadata: Release date / last played

Content:

\\[Estimated year of release\\] :2010's

## icon 255:4 ¶ 11 in tipofmyjoystick\_go0e9q.txt

Codes:

● Design: Graphics style

Content:

] :2D but characters were simple balls that had faces.

## icon 255:5 ¶ 11 in tipofmyjoystick\_go0e9q.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

characters were simple balls that had faces.

## icon 255:6 ¶ 13 in tipofmyjoystick\_go0e9q.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

s\\] :A vampire,A human,A priest in mid-game,A werewolf in late-game.

## icon 255:7 ¶ 15 in tipofmyjoystick\_go0e9q.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

We didn't control characters,but control things that the level contained.The player could cut ropes or destroy wooden things.

## icon 255:8 ¶ 15 in tipofmyjoystick\_go0e9q.txt

Codes:

● In-game narrative / structure: Game goal

Content:

The player's goal was to make the human a vampire by making him touch the vampire.

## icon 255:9 ¶ 17 in tipofmyjoystick\_go0e9q.txt

Codes:

● In-game narrative / structure: Game context

Content:

:The werewolf would kill the human and vampire when he touched them.The priest would kill the vampire and the werewolf when he touched them.Some levels also contained some garlics that would kill the vampire.

## icon 255:10 ¶ 1 in tipofmyjoystick\_go0e9q.txt

Codes:

● Purpose of post: Game search

Content:

Title: [Flash game][mid 2010s] A puzzle game with vampires and werewolves

# icon 256 tipofmyjoystick\_hss2tv.txt

Content:

Title: [PC][Flash game][2000 - 2008] A game with female looking robot and Walkman's logo placement everywhere

Body: Firstly: When you make a new post, you will see this:

\*\*Platform(s): PC, A flash game (I don't remember what website exactly)\*\*

\*\*Genre: 2D platformer\*\*

\*\*Estimated year of release: 2000-2008 (might be wrong)\*\*

\*\*Graphics/art style: the playable characters and enemies looked like they were 3D modeled.\*\*

\*\*Notable characters: iirc, there were more than one playable characters, but the only one I remember was this female looking robot with white body. (I dont remember much more)\*\*

\*\*Notable gameplay mechanics:\*\*

\*\*Other details: That game had Sony Walkman logo everywhere, on transitions between screens and menus\*\*

Subreddit: tipofmyjoystick

Upvotes: 3.0, Comments: 1.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/hss2tv/pcflash\_game2000\_2008\_a\_game\_with\_female\_looking/

7 Quotations:

## icon 256:1 ¶ 1 in tipofmyjoystick\_hss2tv.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

] A game with female looking robot

## icon 256:2 ¶ 1 in tipofmyjoystick\_hss2tv.txt

Codes:

● In-game narrative / structure: Game context

Content:

Walkman's logo placement everywhere

## icon 256:3 ¶ 7 in tipofmyjoystick\_hss2tv.txt

Codes:

● Game metadata: Game genre

Content:

\*\*Genre: 2D platformer\*\*

## icon 256:4 ¶ 5 in tipofmyjoystick\_hss2tv.txt

Codes:

● Purpose of post: Game search

Content:

\*\*Platform(s): PC, A flash game (I don't remember what website exactly)\*\*

## icon 256:5 ¶ 9 in tipofmyjoystick\_hss2tv.txt

Codes:

● Game metadata: Release date / last played

Content:

\*Estimated year of release: 2000-2008 (might be wrong)\*\*

## icon 256:6 ¶ 13 in tipofmyjoystick\_hss2tv.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

rs: iirc, there were more than one playable characters, but the only one I remember was this female looking robot with white body. (I dont remember much more)\*\*

## icon 256:7 ¶ 17 in tipofmyjoystick\_hss2tv.txt

Codes:

● In-game narrative / structure: Game context

Content:

s: That game had Sony Walkman logo everywhere, on transitions between screens and menus\*\*

# icon 257 tipofmyjoystick\_i9jsme.txt

Content:

Title: [PC] [2003-2007] Firefighting flash game, probably on lego.com

Body: Platform(s): PC (Flash browser game)

Genre: puzzle/action

Estimated year of release: around 2003-2007

Graphics/art style: see link below

Notable characters: firefighter (maybe in a firetruck?)

Notable gameplay mechanics: driving around(?), dosing fires. You would go around to different buildings and fight fires, and, being a kids game, it was pretty basic (probably just clicking on the fires).

Other details: Although this isn't the game, [https://www.youtube.com/watch?v=WBgiel39Mbk](https://www.youtube.com/watch?v=WBgiel39Mbk), it looks very similar to the game in my memory, in terms of graphics. Even though I think the game was on lego.com, I don't recall it having much to do with LEGO. Maybe they just released a firefighting set around that time.

Oh, and it might just be this game: [http://biomediaproject.com/bmp/files/LEGO/gms/online/Duplo/FireStation/index.html](http://biomediaproject.com/bmp/files/LEGO/gms/online/Duplo/FireStation/index.html), but I'm not sure, since I can't get it to work past the menu, nor find any footage of it.

Subreddit: tipofmyjoystick

Upvotes: 101.0, Comments: 9.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/i9jsme/pc\_20032007\_firefighting\_flash\_game\_probably\_on/

7 Quotations:

## icon 257:1 ¶ 1 in tipofmyjoystick\_i9jsme.txt

Codes:

● Game metadata: Website / location

Content:

, probably on lego.com

## icon 257:2 ¶ 1 in tipofmyjoystick\_i9jsme.txt

Codes:

● Game metadata: Game genre

Content:

Firefighting flash game,

## icon 257:3 ¶ 7 in tipofmyjoystick\_i9jsme.txt

Codes:

● Game metadata: Release date / last played

Content:

se: around 2003-2007

## icon 257:4 ¶ 11 in tipofmyjoystick\_i9jsme.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

firefighter (maybe in a firetruck?)

## icon 257:5 ¶ 13 in tipofmyjoystick\_i9jsme.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

s: driving around(?), dosing fires. You would go around to different buildings and fight fires, and, being a kids game, it was pretty basic (probably just clicking on the fires).

## icon 257:6 ¶ 15 in tipofmyjoystick\_i9jsme.txt

Codes:

● Game metadata: Official publisher or Intellectual property

Content:

Even though I think the game was on lego.com, I don't recall it having much to do with LEGO. Maybe they just released a firefighting set around that time.

## icon 257:7 ¶ 1 in tipofmyjoystick\_i9jsme.txt

Codes:

● Purpose of post: Game search

Content:

Title: [PC] [2003-2007] Firefighting flash game, probably on lego.com

# icon 258 tipofmyjoystick\_ii2ug3.txt

Content:

Title: [PC][2016] Series of flash games that later turned into a standalone steam game, lots of puzzles, and turn based.

Body: Around 5 years ago, I remember there where a very popular series of games on Kongregate (they were popular on the website, I'm not sure if in general)

Flash game, puzzles, 2014 to 2016

Style kind of like the first pokemon, on the world, but more like final fantasy on the combat, which was turn based, but you didn't really control your character.

Notable characters: The shadows, which where a group of 4 people, who had to do some quests to obtain support for a coming war. A girl and her dog, whose dog makes a lot of disasters, and the favours she has to do to repay them, led her to discover a valuable lost artefact of her kingdom.

An apprentice of wizard who had to obtain some magical objects to save an ill person in his village.

Notable gameplay mechanics: Turn based, you moved through squares, you solved a lot of puzzles, combat was auto resolved, all stories throughout all games where presumably connected, and this was going to be evident in the main game.

There were a lot of deserts, and in some games you collected gems, but I don't remember for what, in others you had to collect magic scrolls, or herbal ingredients. And in the girl and dog game, you collected some objects that helped you interact with the environment, and others that you had to fetch for quests and served no other purpose.

There was also a game in which the puzzle, was finding creative ways to assassinate the king of a rival kingdom, or get intel to betray your own and be the \\[equivalent of king, but the word wasn't king\\] of your village.

I had them all on my playlist, and recently I wanted to check them out, but I think they got removed. So I doubt the flash games still exist, and my only hope of playing it again is that they did release the steam game, but I'm not even sure they did. Or maybe it flopped. And both things would explain the removal of the flash games, since they were only demos/promotional content for the steam game they said they were going to release at the end of every game.

Subreddit: tipofmyjoystick

Upvotes: 5.0, Comments: 3.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/ii2ug3/pc2016\_series\_of\_flash\_games\_that\_later\_turned/

8 Quotations:

## icon 258:1 ¶ 1 in tipofmyjoystick\_ii2ug3.txt

Codes:

● Game metadata: Part of game series

Content:

Series of flash games t

## icon 258:2 ¶ 1 in tipofmyjoystick\_ii2ug3.txt

Codes:

● Game metadata: Game genre

Content:

lots of puzzles, and turn based.

## icon 258:3 ¶ 3 in tipofmyjoystick\_ii2ug3.txt

Codes:

● Game metadata: Release date / last played  ● Game metadata: Website / location

Content:

Around 5 years ago, I remember there where a very popular series of games on Kongregate (t

## icon 258:4 ¶ 7 in tipofmyjoystick\_ii2ug3.txt

Codes:

● Game metadata: Game genre  ● In-game narrative / structure: Similarity to other title

Content:

Style kind of like the first pokemon, on the world, but more like final fantasy on the combat, which was turn based, but you didn't really control your character.

## icon 258:5 ¶ 9 – 10 in tipofmyjoystick\_ii2ug3.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

The shadows, which where a group of 4 people, who had to do some quests to obtain support for a coming war. A girl and her dog, whose dog makes a lot of disasters, and the favours she has to do to repay them, led her to discover a valuable lost artefact of her kingdom.

An apprentice of wizard who had to obtain some magical objects to save an ill person in his village.

## icon 258:6 ¶ 12 in tipofmyjoystick\_ii2ug3.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

Turn based, you moved through squares, you solved a lot of puzzles, combat was auto resolved, all stories throughout all games where presumably connected, and this was going to be evident in the main game.

## icon 258:7 ¶ 13 – 14 in tipofmyjoystick\_ii2ug3.txt

Codes:

● In-game narrative / structure: Game context

Content:

There were a lot of deserts, and in some games you collected gems, but I don't remember for what, in others you had to collect magic scrolls, or herbal ingredients. And in the girl and dog game, you collected some objects that helped you interact with the environment, and others that you had to fetch for quests and served no other purpose.

There was also a game in which the puzzle, was finding creative ways to assassinate the king of a rival kingdom, or get intel to betray your own and be the \\[equivalent of king, but the word wasn't king\\] of your village.

## icon 258:8 ¶ 1 in tipofmyjoystick\_ii2ug3.txt

Codes:

● Purpose of post: Game search

Content:

Title: [PC][2016] Series of flash games that later turned into a standalone steam game, lots of puzzles, and turn based.

# icon 259 tipofmyjoystick\_j4b64x.txt

Content:

Title: [PC][2010s] Flash game about overprotective mother and stifled daughter

Body: I read the template rant and I gotta say I agree. So here are all the details I remember, along with notes about just how clearly I remember each part.

\*\*Platform(s):\*\* PC

\*\*Genre:\*\* There were elements of point and click, puzzle, and mystery. I suppose it could fit under 'escape room.' I remember collecting (8?) video tapes which revealed the story of the game. You don't find the tapes in the order they were filmed; I know because each one has a timestamp on the bottom corner of the screen showing the month and the day, but not the year.

\*\*Estimated year of release:\*\* I would guess no older than 2010, and I think I played it around 5 years ago, so look in that range first.

\*\*Graphics/art style:\*\* Blocky. The style was pretty minimalistic, and nearly everything was made of rectangles. The colors were relatively bright, but not overly saturated. Each character was a different color. If I recall correctly, the player was blue, the mother was red, and the daughter was yellow. Plus another character of unknown relation who might have been lilac.

The animation was also minimalistic; the characters walked pretty mechanically and didn't ever use gestures. I don't remember them even having elbows or knees. I don't totally remember, but I think the mother may have had a triangular bar across her chest representing her breasts.

There was no audio that I remember, and what speech there was in the video tapes was displayed through subtitles.

I can probably answer more questions on this section if you need me to.

\*\*Notable characters:\*\* I'll start with the mother. She's probably the most significant character in regards to the plot. The player never interacts with her, but we learn about her through the video tapes we collect. She is seen arguing with her daughter, telling her about how it's a dangerous world and she should be afraid to leave the house and stuff. In one of the tapes she warns her daughter about boys and how they all want to "paw your innocent flesh." She's so suppressive and controlling that even after (spoiler alert) she dies in a car crash, her daughter still submits to her paranoid rhetoric. Once again, all of this is learned through the video tapes we collect.

The daughter is also commonly seen in the video tapes. She doesn't really agree with her mother's fearful worldview, but she doesn't really resist either. She's broken.

The player seemingly has no affiliation to either the daughter or the mother. We're just an observer.

And there's another character from one of the video tapes. I don't know much about this character, but based on their words, I assume they're a relative or maybe friend of the daughter. Assuming I remember correctly, this character was colored lilac, so that's what I'll call him (or her, hard to tell.) I don't think Lilac is the girl's father, I think it's just someone who's known the pair of them for a long time. In the tape apparently after the mother's death (possibly suicide, though interpretation of that is up to the player), Lilac is seen talking to the daughter. The monologue goes something like this:

Lilac: "Even in death, you let her control you."

Daughter: \\\*silence\\\*

Lilac: "You can't stay like this forever. You have to move on."

Daughter: \\\*silence\\\*

Lilac: "I can't see you like this anymore. You're just letting her win." \\\*walks offscreen\\\*

Daughter: \\\*silence\\\*

\*\*Notable gameplay mechanics:\*\* As I said, it's a sort of point-and-click, escape room type game. You find items, you solve riddles, and you move on to new levels. You find video tapes which you can take to this tv and play them. If I remember right, it's not just a video, it's sort of interactive in that you click on the screen to progress the video. Some of the areas you pass through in your quest are familiar; you've seen them on the tapes.

I don't remember anything significant about the puzzles themselves, but if you must know, one of them involved a lamp, an old spin-dial phone, and a notepad and pen, apparently for writing phone numbers on.

\*\*Other details:\*\* At the end of the game, there are scrolling credits accompanied by sad music. That's all I remember for now, but ask me if there's anything else you need to know. I might have just accidentally left it out.

Any help is appreciated. :)

Subreddit: tipofmyjoystick

Upvotes: 7.0, Comments: 4.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/j4b64x/pc2010s\_flash\_game\_about\_overprotective\_mother/

8 Quotations:

## icon 259:1 ¶ 7 in tipofmyjoystick\_j4b64x.txt

Codes:

● Game metadata: Game genre  ● In-game narrative / structure: Game progression

Content:

There were elements of point and click, puzzle, and mystery. I suppose it could fit under 'escape room.'

## icon 259:2 ¶ 9 in tipofmyjoystick\_j4b64x.txt

Codes:

● Game metadata: Release date / last played

Content:

I would guess no older than 2010, and I think I played it around 5 years ago, so look in that range first.

## icon 259:3 ¶ 11 in tipofmyjoystick\_j4b64x.txt

Codes:

● Design: Graphics style

Content:

Blocky. The style was pretty minimalistic, and nearly everything was made of rectangles. The colors were relatively bright, but not overly saturated.

## icon 259:4 ¶ 11 in tipofmyjoystick\_j4b64x.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

Each character was a different color. If I recall correctly, the player was blue, the mother was red, and the daughter was yellow. Plus another character of unknown relation who might have been lilac.

## icon 259:5 ¶ 13 in tipofmyjoystick\_j4b64x.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

The animation was also minimalistic; the characters walked pretty mechanically and didn't ever use gestures. I don't remember them even having elbows or knees. I don't totally remember, but I think the mother may have had a triangular bar across her chest representing her breasts.

## icon 259:6 ¶ 39 – 41 in tipofmyjoystick\_j4b64x.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

As I said, it's a sort of point-and-click, escape room type game. You find items, you solve riddles, and you move on to new levels. You find video tapes which you can take to this tv and play them. If I remember right, it's not just a video, it's sort of interactive in that you click on the screen to progress the video. Some of the areas you pass through in your quest are familiar; you've seen them on the tapes.

I don't remember anything significant about the puzzles themselves, but if you must know, one of them involved a lamp, an old spin-dial phone, and a notepad and pen, apparently for writing phone numbers on.

## icon 259:7 ¶ 43 in tipofmyjoystick\_j4b64x.txt

Codes:

● Design: Reference to sound design

Content:

\* At the end of the game, there are scrolling credits accompanied by sad music.

## icon 259:8 ¶ 1 in tipofmyjoystick\_j4b64x.txt

Codes:

● Purpose of post: Game search

Content:

Title: [PC][2010s] Flash game about overprotective mother and stifled daughter

# icon 260 tipofmyjoystick\_j44yhy.txt

Content:

Title: [PC Flash game][2000s] Point n click game with female detective and her boyfriend

Body: \*\*Platform(s):PC Flash\*\*

\*\*Genre: Mystery\*\*

\*\*Estimated year of release:2000s\*\*

\*\*Graphics/art style:2D\*\*

\*\*Notable characters: Female detective and her boyfriend\*\*

\*\*Notable gameplay mechanics:Point n click - Puzzle solving\*\*

\*\*Other details:On 1 of the parts of the game the girl and her boyfriend got kidnapped in an underground base with there cages facing each other.\*\*

Subreddit: tipofmyjoystick

Upvotes: 3.0, Comments: 9.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/j44yhy/pc\_flash\_game2000s\_point\_n\_click\_game\_with\_female/

8 Quotations:

## icon 260:1 ¶ 1 in tipofmyjoystick\_j44yhy.txt

Codes:

● Game metadata: Game genre

Content:

Point n click game with female detective and her boyfriend

## icon 260:2 ¶ 1 in tipofmyjoystick\_j44yhy.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

female detective and her boyfriend

## icon 260:3 ¶ 1 in tipofmyjoystick\_j44yhy.txt

Codes:

● Purpose of post: Game search

Content:

Title: [PC Flash game][2000s] P

## icon 260:4 ¶ 7 in tipofmyjoystick\_j44yhy.txt

Codes:

● Game metadata: Release date / last played

Content:

\*\*Estimated year of release:2000s\*\*

## icon 260:5 ¶ 9 in tipofmyjoystick\_j44yhy.txt

Codes:

● Design: Graphics style

Content:

\*Graphics/art style:2D\*\*

## icon 260:6 ¶ 11 in tipofmyjoystick\_j44yhy.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

s: Female detective and her boyfriend\*\*

## icon 260:7 ¶ 13 in tipofmyjoystick\_j44yhy.txt

Codes:

● Game metadata: Game genre

Content:

Point n click - Puzzle solving\*\*

## icon 260:8 ¶ 15 in tipofmyjoystick\_j44yhy.txt

Codes:

● In-game narrative / structure: Game context

Content:

On 1 of the parts of the game the girl and her boyfriend got kidnapped in an underground base with there cages facing each other.\*\*

# icon 261 tipofmyjoystick\_k4ypbx.txt

Content:

Title: [PC] [2010-2014] ~flash game about duplication your boxy character

Body: I remember playing this in the computer lab at school, it was on a math website but wasn’t a math game, I think it could have also been on coolmathgames. I think the name might have been something to do with like “press shift” or something. I remember the character was like a bluish, made out of 2 separate boxes with black outline and stick arms. You had to press a button (I think shift) to duplicate your character in whatever position he was in. Very simple graphics, I think the game had a cloudy background but like tannish

Idk my info wouldn’t really help unless it’s someone who’s actually play it before, please try to help find it.

Subreddit: tipofmyjoystick

Upvotes: 5.0, Comments: 10.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/k4ypbx/pc\_20102014\_flash\_game\_about\_duplication\_your/

6 Quotations:

## icon 261:1 ¶ 1 in tipofmyjoystick\_k4ypbx.txt

Codes:

● Game metadata: Release date / last played  ● Purpose of post: Game search

Content:

Title: [PC] [2010-2014]

## icon 261:2 ¶ 3 in tipofmyjoystick\_k4ypbx.txt

Codes:

● Game metadata: Website / location

Content:

a math website but wasn’t a math game, I think it could have also been on coolmathgames.

## icon 261:3 ¶ 3 in tipofmyjoystick\_k4ypbx.txt

Codes:

● Game metadata: Title

Content:

I think the name might have been something to do with like “press shift”

## icon 261:4 ¶ 3 in tipofmyjoystick\_k4ypbx.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

remember the character was like a bluish, made out of 2 separate boxes with black outline and stick arms

## icon 261:5 ¶ 3 in tipofmyjoystick\_k4ypbx.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

s. You had to press a button (I think shift) to duplicate your character in whatever position he was in

## icon 261:6 ¶ 3 in tipofmyjoystick\_k4ypbx.txt

Codes:

● Design: Background imagery  ● Design: Graphics style

Content:

Very simple graphics, I think the game had a cloudy background but like tannish

# icon 262 tipofmyjoystick\_k7fb1x.txt

Content:

Title: [Flash/PC][2010’s] Weird KFC flash game.

Body: Hi , Reddit!

I've recently remembered of a flash game i used to play when i was little (circa 2008). I don't remember much of it , but i do remember it gave an eerie feeling. You , the main character , were a chicken (i think) and you would play trough KFC , where you saw other dead chickens hanging , and a lot of other creepy things.

To make sure this actually happened , and it was not only a dream , i asked my mom about it.She says she remembers it.

If i remember more , i will make sure to type it here. Thanks for reading!

&amp;#x200B;

Edit :i personally remember seeing the mcdonalds dude too. Altough my mom doesn't.

Subreddit: tipofmyjoystick

Upvotes: 4.0, Comments: 8.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/k7fb1x/flashpc2010s\_weird\_kfc\_flash\_game/

5 Quotations:

## icon 262:1 ¶ 1 in tipofmyjoystick\_k7fb1x.txt

Codes:

● Purpose of post: Game search

Content:

Title: [Flash/PC][2010’s] Weird KFC flash game.

## icon 262:2 ¶ 5 in tipofmyjoystick\_k7fb1x.txt

Codes:

● Game metadata: Release date / last played

Content:

(circa 2008). I

## icon 262:3 ¶ 5 in tipofmyjoystick\_k7fb1x.txt

Codes:

● Game metadata: Game theme

Content:

but i do remember it gave an eerie feeling.

## icon 262:4 ¶ 5 in tipofmyjoystick\_k7fb1x.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

You , the main character , were a chicken (i think) and you would play trough KFC ,

## icon 262:5 ¶ 5 in tipofmyjoystick\_k7fb1x.txt

Codes:

● Design: Background imagery

Content:

C , where you saw other dead chickens hanging , and a lot of other creepy things.

# icon 263 tipofmyjoystick\_k86738.txt

Content:

Title: [PC][Flash Game] a shooting game similar to Sniper Assassin?

Body: Back in 2011 I used to play tons of flash games, but one game that struck out was Sniper Assassin (and the other sniper Assassin games as well). There was another game with similar artstyle to sniper Assassin, characters being black stick figures and white environment. I remember a male stick figure character Holding a UZI. I can't remember if it was a separate game or in one of the sniper assassin's.

Thanks,

Subreddit: tipofmyjoystick

Upvotes: 3.0, Comments: 5.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/k86738/pcflash\_game\_a\_shooting\_game\_similar\_to\_sniper/

5 Quotations:

## icon 263:1 ¶ 3 in tipofmyjoystick\_k86738.txt

Codes:

● Game metadata: Part of game series  ● Game metadata: Title

Content:

Sniper Assassin (and the other sniper Assassin games as well).

## icon 263:2 ¶ 1 in tipofmyjoystick\_k86738.txt

Codes:

● Purpose of post: Game search

Content:

Title: [PC][Flash Game] a shooting game similar to Sniper Assassin?

## icon 263:3 ¶ 1 in tipofmyjoystick\_k86738.txt

Codes:

● In-game narrative / structure: Similarity to other title

Content:

e similar to Sniper Assassin?

## icon 263:4 ¶ 3 in tipofmyjoystick\_k86738.txt

Codes:

● In-game narrative / structure: Similarity to other title

Content:

There was another game with similar artstyle to sniper Assassin, characters being black stick figures and white environment.

## icon 263:5 ¶ 3 in tipofmyjoystick\_k86738.txt

Codes:

● Game metadata: Main charachter / other characters  ● Game metadata: Weapons / tools

Content:

I remember a male stick figure character Holding a UZI.

# icon 264 tipofmyjoystick\_kiaqj6.txt

Content:

Title: [PC/Flash][2010?] Flash game that involved jumping off a floating cliff and lookalike celebrities

Body: \*\*Platform(s):Flash Game on PC

\*\*Genre:\*\* Not sure but the only mechanic in the game was walking, maybe jumping?

\*\*Estimated year of release:2008-2011?

\*\*Graphics/art style: 2d Platformer mechanics

\*\*Notable characters: Your character always changed, I vaguely remember lookalike mock celebrities. I think I remember Mona Lisa being a playable character.

\*\*Notable gameplay mechanics: Walking animations were like a silly bouncing animation.

\*\*Other details:I remember to start the actual game, you jump off of a cliff.. Not much to go off of. I thought the game was called something along the lines of "This Is the End of the Game" but googling anything along those lines does not help. Sorry for such little details. Thanks!

Subreddit: tipofmyjoystick

Upvotes: 13.0, Comments: 3.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/kiaqj6/pcflash2010\_flash\_game\_that\_involved\_jumping\_off/

7 Quotations:

## icon 264:1 ¶ 5 in tipofmyjoystick\_kiaqj6.txt

Codes:

● Game metadata: Game genre

Content:

Not sure but the only mechanic in the game was walking, maybe jumping?

## icon 264:2 ¶ 7 in tipofmyjoystick\_kiaqj6.txt

Codes:

● Game metadata: Release date / last played

Content:

:2008-2011?

## icon 264:3 ¶ 9 in tipofmyjoystick\_kiaqj6.txt

Codes:

● Game metadata: Game genre

Content:

2d Platformer mechanics

## icon 264:4 ¶ 11 in tipofmyjoystick\_kiaqj6.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

Your character always changed, I vaguely remember lookalike mock celebrities. I think I remember Mona Lisa being a playable character.

## icon 264:5 ¶ 13 in tipofmyjoystick\_kiaqj6.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

Walking animations were like a silly bouncing animation.

## icon 264:6 ¶ 15 in tipofmyjoystick\_kiaqj6.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

:I remember to start the actual game, you jump off of a cliff.. Not much to go off of. I thought the game was called something along the lines of "This Is the End of the Game" but googling anything along those lines does not help. Sorry for such little details. Thanks!

## icon 264:7 ¶ 1 in tipofmyjoystick\_kiaqj6.txt

Codes:

● Purpose of post: Game search

Content:

Title: [PC/Flash][2010?] Flash game that involved jumping off a floating cliff and lookalike celebrities

# icon 265 tipofmyjoystick\_km084m.txt

Content:

Title: [ONLINE FLASH GAME][LATE 2000s] Game where you played as a white alien creature or gnome. Possibly room escape?

Body: Platform(s): Online Flash game, probably played on Flonga or [Gamesgames.com](https://gamesgames.com/)

Genre: Possibly room escape but I'm not really sure.

Estimated year of release: Mid-late 2000s.

Graphics/art style: 2D, pretty simple animation.

Notable characters: The main character was a small white creature.

Notable gameplay mechanics: You walked around a house to solve something (maybe how to escape?) I feel like it was winter themed but maybe not. I remember tasks about looking out a window and also having to do something with a blue grandfather clock.

Other details: The music was memorable because it was kind of creepy and bells or celesta type notes.

Subreddit: tipofmyjoystick

Upvotes: 3.0, Comments: 0.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/km084m/online\_flash\_gamelate\_2000s\_game\_where\_you\_played/

10 Quotations:

## icon 265:1 ¶ 1 in tipofmyjoystick\_km084m.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

you played as a white alien creature or gnome

## icon 265:2 ¶ 1 in tipofmyjoystick\_km084m.txt

Codes:

● Game metadata: Game genre

Content:

Possibly room escape?

## icon 265:3 ¶ 3 in tipofmyjoystick\_km084m.txt

Codes:

● Game metadata: Website / location

Content:

Flonga or [Gamesgames.com](https://gamesgames.com/)

## icon 265:4 ¶ 5 in tipofmyjoystick\_km084m.txt

Codes:

● Game metadata: Game genre

Content:

: Possibly room escape but I'm not really sure.

## icon 265:5 ¶ 7 in tipofmyjoystick\_km084m.txt

Codes:

● Game metadata: Release date / last played

Content:

f release: Mid-late 2000s.

## icon 265:6 ¶ 9 in tipofmyjoystick\_km084m.txt

Codes:

● Design: Graphics style

Content:

e: 2D, pretty simple animation.

## icon 265:7 ¶ 11 in tipofmyjoystick\_km084m.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

The main character was a small white creature.

## icon 265:8 ¶ 13 in tipofmyjoystick\_km084m.txt

Codes:

● Game metadata: Game theme

Content:

I feel like it was winter themed but maybe not

## icon 265:9 ¶ 15 in tipofmyjoystick\_km084m.txt

Codes:

● Design: Reference to sound design

Content:

The music was memorable because it was kind of creepy and bells or celesta type notes.

## icon 265:10 ¶ 1 in tipofmyjoystick\_km084m.txt

Codes:

● Purpose of post: Game search

Content:

Title: [ONLINE FLASH GAME][LATE 2000s] Game where you played as a white alien creature or gnome. Possibly room escape?

# icon 266 tipofmyjoystick\_km811t.txt

Content:

Title: [PC][Early 2010’s] 2D top-down flash game

Body: With flash dying soon I remembered this game I used to play.

It was a top-down 2D game where you start in this small town on your birthday. Your dad gives you a trading card and you have to go around and beat the other kids in the town to beat the game.

I also remember that in it you could escape the town and find your dead uncle somewhere in this building near the town.

Would really appreciate if anyone knows what I’m talking about cause I’d like to play the game again before flash goes down.

Subreddit: tipofmyjoystick

Upvotes: 3.0, Comments: 8.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/km811t/pcearly\_2010s\_2d\_topdown\_flash\_game/

7 Quotations:

## icon 266:1 ¶ 1 in tipofmyjoystick\_km811t.txt

Codes:

○ Design: Perspective  ● Game metadata: Game genre

Content:

2D top-down flash game

## icon 266:2 ¶ 3 – 5 in tipofmyjoystick\_km811t.txt

Content:

: With flash dying soon I remembered this game I used to play.

It was a top-down 2D game where you start in this small town on your birthday. Your dad gives you a trading card and you have to go around and beat the other kids in the town to beat the game.

Comment:

Interesting quote - with flash dying soon; wanting to still play a game

## icon 266:3 ¶ 5 in tipofmyjoystick\_km811t.txt

Codes:

● Game metadata: Game genre

Content:

t was a top-down 2D game

## icon 266:4 ¶ 1 in tipofmyjoystick\_km811t.txt

Codes:

● Purpose of post: Game search

Content:

Title: [PC][Early 2010’s]

## icon 266:5 ¶ 5 in tipofmyjoystick\_km811t.txt

Codes:

● In-game narrative / structure: Game mechanics  ● In-game narrative / structure: Game progression

Content:

Your dad gives you a trading card and you have to go around and beat the other kids in the town to beat the game.

## icon 266:6 ¶ 7 in tipofmyjoystick\_km811t.txt

Codes:

● In-game narrative / structure: Game context

Content:

I also remember that in it you could escape the town and find your dead uncle somewhere in this building near the town.

## icon 266:7 ¶ 9 in tipofmyjoystick\_km811t.txt

Codes:

● Experience and preservation: Worry when flash is gone

Content:

Would really appreciate if anyone knows what I’m talking about cause I’d like to play the game again before flash goes down.

# icon 267 tipofmyjoystick\_m2bcxb.txt

Content:

Title: [Flash Game, Online] [2010 or 2012] Hairy blob/goo creatures falling in love

Body: For about 5 years I was thinking about a flash game on Friv. The game consists of you playing as some kind of blob, jumping around, falling in love with another blob by impressing it somehow, and then having an offspring. You presumably would play as their child and then just repeat the process. The only other thing that I remember is that the game had somewhat stylized background with very calm colours, and that at one point (when I was still a kid) I actually googled its name in order to find it, and I THINK that its name had "king" or something along the lines like it. I know that this is pretty vague and that flash games are kind of harder to find, but if you have even the smallest idea of what this is, please help me out. Cheers

Subreddit: tipofmyjoystick

Upvotes: 3.0, Comments: 0.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/m2bcxb/flash\_game\_online\_2010\_or\_2012\_hairy\_blobgoo/

6 Quotations:

## icon 267:1 ¶ 1 in tipofmyjoystick\_m2bcxb.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

] Hairy blob/goo creatures falling in love

## icon 267:2 ¶ 1 in tipofmyjoystick\_m2bcxb.txt

Codes:

● Purpose of post: Game search

Content:

Title: [Flash Game, Online] [2010 or 2012] H

## icon 267:3 ¶ 3 in tipofmyjoystick\_m2bcxb.txt

Codes:

● Game metadata: Website / location

Content:

flash game on Friv.

## icon 267:4 ¶ 3 in tipofmyjoystick\_m2bcxb.txt

Codes:

● Game metadata: Main charachter / other characters  ● In-game narrative / structure: Game context

Content:

The game consists of you playing as some kind of blob, jumping around, falling in love with another blob by impressing it somehow, and then having an offspring.

## icon 267:5 ¶ 3 in tipofmyjoystick\_m2bcxb.txt

Codes:

● Design: Background imagery  ● Design: Graphics style

Content:

The only other thing that I remember is that the game had somewhat stylized background with very calm colours, and that at one point (when I was still a kid) I

## icon 267:6 ¶ 3 in tipofmyjoystick\_m2bcxb.txt

Codes:

● Game metadata: Title

Content:

n I was still a kid) I actually googled its name in order to find it, and I THINK that its name had "king" or something along the lines like it.

# icon 268 tipofmyjoystick\_m3q32h.txt

Content:

Title: [PC Flash Game] [2005-2014] A Silent Hill game.

Body: My little brother played a Silent Hill game a few years ago and he doesn't know what it was. It was a game where you clicked and it took you to a different location. Like a picture, but you click to go to a different place but that was a picture too, like the game Wardwell House. I don't remember much about it, so that is all I have for info.

Edit: I am pretty sure it is a fan-made game that someone made and put it on a random website.

Subreddit: tipofmyjoystick

Upvotes: 3.0, Comments: 3.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/m3q32h/pc\_flash\_game\_20052014\_a\_silent\_hill\_game/

4 Quotations:

## icon 268:1 ¶ 3 in tipofmyjoystick\_m3q32h.txt

Codes:

● In-game narrative / structure: Similarity to other title

Content:

d a Silent Hill ga

## icon 268:2 ¶ 3 in tipofmyjoystick\_m3q32h.txt

Codes:

● Game metadata: Game genre  ● In-game narrative / structure: Game progression

Content:

It was a game where you clicked and it took you to a different location.

## icon 268:3 ¶ 3 in tipofmyjoystick\_m3q32h.txt

Codes:

● In-game narrative / structure: Similarity to other title

Content:

o, like the game Wardwell House

## icon 268:4 ¶ 1 in tipofmyjoystick\_m3q32h.txt

Codes:

● Purpose of post: Game search

Content:

Title: [PC Flash Game] [

# icon 269 tipofmyjoystick\_mri6z3.txt

Content:

Title: [PC][2010-2011?] A relly weird flash game about a man that plays russian roulette. I remember there was basically no gameplay, when it was your turn on the russian roulette you could suceed or you died but then time went backwards and continued on a safe point. Also, the game has a story.

Body:

I remember two characters on the story apart from the main character, one was a black man with an afro that acted pretty cocky and the main character's brother that was a head buried in sand that called him "big bro".

Also, some character (don't remember which) asks the main character what value is there in doing something that requires no talent or skill as playing russian roulette.

I have been searching this game for years, but nothing appears on minigames websites putting "russian roulette man".

Subreddit: tipofmyjoystick

Upvotes: 39.0, Comments: 7.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/mri6z3/pc20102011\_a\_relly\_weird\_flash\_game\_about\_a\_man/

5 Quotations:

## icon 269:1 ¶ 1 in tipofmyjoystick\_mri6z3.txt

Codes:

● Purpose of post: Game search

Content:

Title: [PC][2010-2011?] A

## icon 269:2 ¶ 1 in tipofmyjoystick\_mri6z3.txt

Codes:

● In-game narrative / structure: Game context

Content:

A relly weird flash game about a man that plays russian roulette.

## icon 269:3 ¶ 1 in tipofmyjoystick\_mri6z3.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

I remember there was basically no gameplay, when it was your turn on the russian roulette you could suceed or you died but then time went backwards and continued on a safe point. Also, the game has a story.

## icon 269:4 ¶ 5 in tipofmyjoystick\_mri6z3.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

I remember two characters on the story apart from the main character, one was a black man with an afro that acted pretty cocky and the main character's brother that was a head buried in sand that called him "big bro".

## icon 269:5 ¶ 7 in tipofmyjoystick\_mri6z3.txt

Codes:

● In-game narrative / structure: Game context

Content:

Also, some character (don't remember which) asks the main character what value is there in doing something that requires no talent or skill as playing russian roulette.

# icon 270 tipofmyjoystick\_mxr0hp.txt

Content:

Title: [PC][2010] Double dragon style flash game with 2d graphics

Body: There was a game on friv that I used to play that was taking place in a futuristic city and the fighting characters were anthropomorphic mech suits and robots and in the beginning you get to choose between 3 mech suits their colors were one with blue one with red and one yellow. One final detail is that the mech suit's heads look like ancient spartan helmets.

Subreddit: tipofmyjoystick

Upvotes: 6.0, Comments: 3.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/mxr0hp/pc2010\_double\_dragon\_style\_flash\_game\_with\_2d/

8 Quotations:

## icon 270:1 ¶ 1 in tipofmyjoystick\_mxr0hp.txt

Codes:

● Design: Graphics style

Content:

2d graphics

## icon 270:2 ¶ 1 in tipofmyjoystick\_mxr0hp.txt

Codes:

● In-game narrative / structure: Similarity to other title

Content:

] Double dragon style

## icon 270:3 ¶ 1 in tipofmyjoystick\_mxr0hp.txt

Codes:

● Purpose of post: Game search

Content:

Title: [PC][2010]

## icon 270:4 ¶ 3 in tipofmyjoystick\_mxr0hp.txt

Codes:

● Game metadata: Website / location

Content:

y: There was a game on friv that I used to play

## icon 270:5 ¶ 3 in tipofmyjoystick\_mxr0hp.txt

Codes:

● Design: Background imagery

Content:

in a futuristic city a

## icon 270:6 ¶ 3 in tipofmyjoystick\_mxr0hp.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

he fighting characters were anthropomorphic mech suits and robots and in th

## icon 270:7 ¶ 3 in tipofmyjoystick\_mxr0hp.txt

Codes:

● In-game narrative / structure: Customisation options

Content:

o choose between 3 mech suits their colors were one with blue one with red and one yellow.

## icon 270:8 ¶ 3 in tipofmyjoystick\_mxr0hp.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

One final detail is that the mech suit's heads look like ancient spartan helmets.

# icon 271 tipofmyjoystick\_n0xh8s.txt

Content:

Title: [PC] [Late 2000s - Early 2010s] Platformer Flash Game With A "Z" Name

Body: nan

Subreddit: tipofmyjoystick

Upvotes: 7.0, Comments: 2.0

URL: /r/tipofmyjoystick/comments/luayu1/pc\_late\_2000s\_early\_2010s\_platformer\_flash\_game/

2 Quotations:

## icon 271:1 ¶ 1 in tipofmyjoystick\_n0xh8s.txt

Codes:

● Purpose of post: Game search

Content:

Title: [PC] [Late 2000s - Early 2010s] P

## icon 271:2 ¶ 1 in tipofmyjoystick\_n0xh8s.txt

Codes:

● Game metadata: Title

Content:

Platformer Flash Game With A "Z" Name

# icon 272 tipofmyjoystick\_napgsz.txt

Content:

Title: [PC][20??] Flash game

Body: Point and click game about a girl that eventually finds some sort of giant eagle and they become friends.

I think the game took place at the girl’s backyard.

Sorry if I don’t give enough information, last time I played this game was maybe around 2012.

Subreddit: tipofmyjoystick

Upvotes: 3.0, Comments: 4.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/napgsz/pc20\_flash\_game/

5 Quotations:

## icon 272:1 ¶ 3 in tipofmyjoystick\_napgsz.txt

Codes:

● Game metadata: Game genre

Content:

: Point and click game

## icon 272:2 ¶ 1 in tipofmyjoystick\_napgsz.txt

Codes:

● Purpose of post: Game search

Content:

Title: [PC][20??] Flash game

## icon 272:3 ¶ 3 in tipofmyjoystick\_napgsz.txt

Codes:

● In-game narrative / structure: Game context

Content:

about a girl that eventually finds some sort of giant eagle and they become friends.

## icon 272:4 ¶ 4 in tipofmyjoystick\_napgsz.txt

Codes:

● Design: Background imagery

Content:

think the game took place at the girl’s backyard.

## icon 272:5 ¶ 5 in tipofmyjoystick\_napgsz.txt

Codes:

● Game metadata: Release date / last played

Content:

Sorry if I don’t give enough information, last time I played this game was maybe around 2012.

# icon 273 tipofmyjoystick\_ng9rri.txt

Content:

Title: [PC][Flash game][early 2000s] Dreamy, artistic game about a boy going into a painting to find mom

Body: \*\*Platform(s):\*\* Flash game

\*\*Genre:\*\* point-and-click adventure, puzzle game, non-branching narrative

\*\*Estimated year of release:\*\* 2002-2007-ish

\*\*Graphics/art style:\*\* : artistic, dreamy 2D animation - the closest vibe is [Whispered World](https://www.google.com/search?q=whispered+world&amp;rlz=1C1CHBF\_enUS905US905&amp;sxsrf=ALeKk01G3ZAS91khrxZ-cl4bvSkQ22ZA3w:1621440089957&amp;source=lnms&amp;tbm=isch&amp;sa=X&amp;ved=2ahUKEwidhdiEj9bwAhXLLc0KHSbjAhAQ\_AUoAXoECAEQAw&amp;biw=1280&amp;bih=658) but much less details.

\*\*Notable characters:\*\* A boy trying to find mom by solving puzzles: collecting items and making the connections through a magical but cursed world.

\*\*Notable gameplay mechanics:\*\* The beginning of the game was him going into a painting. I remember in one part he was trying to collect colors pouches. There was a cursed garden, some mention of witches.

\*\*Other details:\*\*

I really really love the game when I played it as a kid so any help would be appreciated!

Subreddit: tipofmyjoystick

Upvotes: 3.0, Comments: 0.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/ng9rri/pcflash\_gameearly\_2000s\_dreamy\_artistic\_game/

10 Quotations:

## icon 273:1 ¶ 1 in tipofmyjoystick\_ng9rri.txt

Codes:

● Design: Graphics style

Content:

] Dreamy, artistic

## icon 273:2 ¶ 1 in tipofmyjoystick\_ng9rri.txt

Codes:

● Purpose of post: Game search

Content:

Title: [PC][Flash game][early 2000s] D

## icon 273:3 ¶ 1 in tipofmyjoystick\_ng9rri.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

to find mom

## icon 273:4 ¶ 5 in tipofmyjoystick\_ng9rri.txt

Codes:

● Game metadata: Game genre

Content:

:\*\* point-and-click adventure, puzzle game, non-branching narrative

## icon 273:5 ¶ 7 in tipofmyjoystick\_ng9rri.txt

Codes:

● Game metadata: Release date / last played

Content:

2002-2007-ish

## icon 273:6 ¶ 9 in tipofmyjoystick\_ng9rri.txt

Codes:

● In-game narrative / structure: Similarity to other title

Content:

- the closest vibe is [Whispered World](https://www.google.com/search?q=whispered+world&amp;rlz=1C1CHBF\_enUS905US905&amp;sxsrf=ALeKk01G3ZAS91khrxZ-cl4bvSkQ22ZA3w:1621440089957&amp;source=lnms&amp;tbm=isch&amp;sa=X&amp;ved=2ahUKEwidhdiEj9bwAhXLLc0KHSbjAhAQ\_AUoAXoECAEQAw&amp;biw=1280&amp;bih=658) but much less details.

## icon 273:7 ¶ 9 in tipofmyjoystick\_ng9rri.txt

Codes:

● Design: Graphics style

Content:

\* : artistic, dreamy 2D animation -

## icon 273:8 ¶ 11 in tipofmyjoystick\_ng9rri.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

\*\* A boy trying to find mom by solving puzzles: collecting items and making the connections through a magical but cursed world.

## icon 273:9 ¶ 13 in tipofmyjoystick\_ng9rri.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

The beginning of the game was him going into a painting. I remember in one part he was trying to collect colors pouches. There was a cursed garden, some mention of witches.

## icon 273:10 ¶ 17 in tipofmyjoystick\_ng9rri.txt

Codes:

● Experience and preservation: Nostalgia

Content:

I really really love the game when I played it as a kid so any help would be appreciated!

# icon 274 tipofmyjoystick\_odqlib.txt

Content:

Title: [PC][2016] Lane Defense Flash Game about Building Robots

Body: I have this very specific memory of a flash game from when I was a child.

It was a lane defense game where you had to build a team of robots between missions using parts you can buy from the store. It sounds a lot like the “bot arena” series, but I know that that isn’t it. There’s a dexter game that also seems similar, but that’s not it either.

This game was very specifically a lane defense game, where you had multiple lanes you could send robots down to defend and attack other robots.

There was a storyline involving various industrial bots such as construction bots, foresting bots, and factory bots. There was a league system, where there were multiple divisions of robot competitors. One guy was a former athlete, I remember that specifically. I think the final story thread involved the antagonist merging his consciousness with an AI to destroy the world or something, though that could be wrong.

This game was great! I remember some specific parts and their general designs; the easiest ones to describe are EMP launchers, missile launchers, lasers, buzz saws, flamethrowers, generic fists, jackhammers, concussion launchers (whatever those are), various swords, piston arms, shields, there was a literal jar head you could equip on robots, they could cloak, get force fields, there were machine guns and hammers for arms.

My gut tells me that the word “arena” was in the title, though I could be wrong. I recall this game being on addicting games, and possibly armor games and kongregate.

Can I get any help?

Subreddit: tipofmyjoystick

Upvotes: 3.0, Comments: 5.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/odqlib/pc2016\_lane\_defense\_flash\_game\_about\_building/

10 Quotations:

## icon 274:1 ¶ 1 in tipofmyjoystick\_odqlib.txt

Codes:

● Game metadata: Game genre

Content:

Lane Defense F

## icon 274:2 ¶ 1 in tipofmyjoystick\_odqlib.txt

Codes:

● Purpose of post: Game search

Content:

PC][2016]

## icon 274:3 ¶ 1 in tipofmyjoystick\_odqlib.txt

Codes:

● Game metadata: Game theme

Content:

Building Robots

## icon 274:4 ¶ 5 in tipofmyjoystick\_odqlib.txt

Codes:

● In-game narrative / structure: Game context

Content:

It was a lane defense game where you had to build a team of robots between missions using parts you can buy from the store. It sounds a lot like the “bot arena” series, but I know that that isn’t it. There’s a dexter game that also seems similar, but that’s not it either.

## icon 274:5 ¶ 7 in tipofmyjoystick\_odqlib.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

This game was very specifically a lane defense game, where you had multiple lanes you could send robots down to defend and attack other robots.

## icon 274:6 ¶ 9 in tipofmyjoystick\_odqlib.txt

Codes:

● In-game narrative / structure: Game context

Content:

There was a storyline involving various industrial bots such as construction bots, foresting bots, and factory bots. There was a league system, where there were multiple divisions of robot competitors. One guy was a former athlete, I remember that specifically. I think the final story thread involved the antagonist merging his consciousness with an AI to destroy the world or something, though that could be wrong.

## icon 274:7 ¶ 11 in tipofmyjoystick\_odqlib.txt

Codes:

● Game metadata: Weapons / tools

Content:

the easiest ones to describe are EMP launchers, missile launchers, lasers, buzz saws, flamethrowers, generic fists, jackhammers, concussion launchers (whatever those are), various swords, piston arms,

## icon 274:8 ¶ 11 in tipofmyjoystick\_odqlib.txt

Codes:

● In-game narrative / structure: Customisation options

Content:

shields, there was a literal jar head you could equip on robots, they could cloak, get force fields, there were machine guns and hammers for arms.

## icon 274:9 ¶ 13 in tipofmyjoystick\_odqlib.txt

Codes:

● Game metadata: Title

Content:

My gut tells me that the word “arena” was in the titl

## icon 274:10 ¶ 13 in tipofmyjoystick\_odqlib.txt

Codes:

● Game metadata: Website / location

Content:

on addicting games, and possibly armor games and kongregate.

# icon 275 tipofmyjoystick\_oknmhe.txt

Content:

Title: [PC] [2005-2010] Flash Game RPG Parody Where Every Character is a Button

Body: \*\*Platform(s):\*\* Flash

\*\*Genre:\*\* Point-and-click; RPG parody (I believe it was from a first-person perspective)

\*\*Estimated year of release:\*\* Early 2000s for sure, estimated time period 2005-2010

\*\*Graphics/art style:\*\* Bold, black-lined Flash graphics that were simple and amateurish; I recall that most things (especially the Button characters themselves) had that distinct old Flash gradient on them like in this image:

[https://www.entheosweb.com/images/flash/oval\\\_radial\\\_gradient.jpg](https://www.entheosweb.com/images/flash/oval\_radial\_gradient.jpg)

I recall there being a text box that may have had either white or yellow text when a character spoke, but I could be misremembering that detail. Overall, a very cartoon-y and flat art style with most of the colors being bright and saturated. To give specific scenes, I can vaguely recall a castle, a grassy area outside the castle, and a strip club. In the 'Other Details' section, I'll describe a particular scene as accurately as I can remember.

\*\*Notable characters:\*\* Every character in the game was a circular button with no distinguishing characteristics other than having different colors and an occasional accessory. I recall that there was a 'King Button' who sent you on your quest, who I believe was a red button with a yellow crown. I can't remember if you could see the 'protagonist' button, or if it was from their first-person point-of-view; if you could see them, though, I believe they were a red button.

\*\*Notable gameplay mechanics:\*\* I believe the game was point-and-click only, and you never moved around with your keyboard. The game was mostly dialogue that you clicked through, and you also clicked on arrows or distinct landmarks (such as the castle or the club) in order to go inside them. I think you also picked up objects by clicking on them. You may have had an inventory as well, but otherwise the controls and layout of the game were very simple.

\*\*Other details:\*\*

There is a very distinct scene that I remember because it was very bizarre and funny to me as a kid. There was a club that you could walk into in this game, and it turned out to be a strip club. When you entered, there was a Button character who slid up-and-down a stripper pole in a very simple animation while the song "Satisfaction" by Benny Benassi played. You could talk to this Button character, and I believe they would either give you hint or give you an item for your quest. I can't recall exactly what the protagonist's quest was supposed to be, but I think it was a purposefully generic RPG quest such as defeating a dragon or finding a lost object. Thank you for any help, in advance!

Subreddit: tipofmyjoystick

Upvotes: 7.0, Comments: 5.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/oknmhe/pc\_20052010\_flash\_game\_rpg\_parody\_where\_every/

12 Quotations:

## icon 275:1 ¶ 1 in tipofmyjoystick\_oknmhe.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

Where Every Character is a Button

## icon 275:2 ¶ 1 in tipofmyjoystick\_oknmhe.txt

Codes:

● Game metadata: Game genre

Content:

RPG Parody

## icon 275:3 ¶ 5 in tipofmyjoystick\_oknmhe.txt

Codes:

● Game metadata: Game genre

Content:

Point-and-click; RPG parody

## icon 275:4 ¶ 5 in tipofmyjoystick\_oknmhe.txt

Codes:

● Design: Graphics style

Content:

(I believe it was from a first-person perspective)

## icon 275:5 ¶ 7 in tipofmyjoystick\_oknmhe.txt

Codes:

● Game metadata: Release date / last played

Content:

Early 2000s for sure, estimated time period 2005-2010

## icon 275:6 ¶ 9 – 13 in tipofmyjoystick\_oknmhe.txt

Codes:

● Design: Graphics style

Content:

\* Bold, black-lined Flash graphics that were simple and amateurish; I recall that most things (especially the Button characters themselves) had that distinct old Flash gradient on them like in this image:

[https://www.entheosweb.com/images/flash/oval\\\_radial\\\_gradient.jpg](https://www.entheosweb.com/images/flash/oval\_radial\_gradient.jpg)

I recall there being a text box that may have had either white or yellow text when a character spoke, but I could be misremembering that detail. Overall, a very cartoon-y and flat art style with most of the colors being bright and saturated. To give specific scenes, I can vaguely recall a castle, a grassy area outside the castle, and a strip club. In the 'Other Details' section, I'll describe a particular scene as accurately as I can remember.

## icon 275:7 ¶ 13 in tipofmyjoystick\_oknmhe.txt

Codes:

● Design: Graphics style

Content:

Overall, a very cartoon-y and flat art style with most of the colors being bright and saturated.

## icon 275:8 ¶ 15 in tipofmyjoystick\_oknmhe.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

Every character in the game was a circular button with no distinguishing characteristics other than having different colors and an occasional accessory. I recall that there was a 'King Button' who sent you on your quest, who I believe was a red button with a yellow crown. I can't remember if you could see the 'protagonist' button, or if it was from their first-person point-of-view; if you could see them, though, I believe they were a red button.

## icon 275:9 ¶ 17 in tipofmyjoystick\_oknmhe.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

\*\* I believe the game was point-and-click only, and you never moved around with your keyboard. The game was mostly dialogue that you clicked through, and you also clicked on arrows or distinct landmarks (such as the castle or the club) in order to go inside them. I think you also picked up objects by clicking on them. You may have had an inventory as well, but otherwise the controls and layout of the game were very simple.

## icon 275:10 ¶ 21 in tipofmyjoystick\_oknmhe.txt

Codes:

● Design: Reference to sound design

Content:

on character who slid up-and-down a stripper pole in a very simple animation while the song "Satisfaction" by Benny Benassi played.

## icon 275:11 ¶ 21 in tipofmyjoystick\_oknmhe.txt

Codes:

● In-game narrative / structure: Game context

Content:

ou could talk to this Button character, and I believe they would either give you hint or give you an item for your quest. I can't recall exactly what the protagonist's quest was supposed to be, but I think it was a purposefully generic RPG quest such as defeating a dragon or finding a lost object. Thank you for any help, in advance!

## icon 275:12 ¶ 1 in tipofmyjoystick\_oknmhe.txt

Codes:

● Purpose of post: Game search

Content:

Title: [PC] [2005-2010] Flash Game RPG Parody Where Every Character is a Button

# icon 276 tipofmyjoystick\_ooacgl.txt

Content:

Title: [PC] [~2010] Old archery flash game flying devil eyeballs

Body: Platform(s): PC

Genre: Adventure/Archery/Medieval

Estimated year of release: 2010's

Graphics/art style: Cartoon/2D

Notable characters: flying devil eyeballs, robin hood girl

Notable gameplay mechanics: Bow and Arrow, waves of monsters, click and shoot

Other details:

There was this old flash game, that I've been looking for for ages. that was on websites like Agame and Friv and the like - you were a female archer and it was a side scrolling game, you aimed freely with your mouse and clicked to fire. I'm \\\*pretty\\\* sure there was this little red demon with big ears that followed you around but I might be making that up. You were continuously met with waves of enemies increasing in strength, and I distinctly remember most of these enemies being eyeballs of some kind. There were flying eyeballs with yellow irises and red bat wings, but there were others too. I think there might have been a dragon boss at the end but I'm unclear on that. The character looked a bit robin-hood esque and probably had brown hair. The game background was pretty simplistic with green grass and a wooded background, being early 2000's. ITS BEEN yEARs since I last played it and I've been looking ever since. Those early flash games just hit different.

This is what the little flying eyeball dudes looked like, I am 90% sure: [https://imgur.com/ClozObf](https://imgur.com/ClozObf)

Subreddit: tipofmyjoystick

Upvotes: 3.0, Comments: 2.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/ooacgl/pc\_2010\_old\_archery\_flash\_game\_flying\_devil/

13 Quotations:

## icon 276:1 ¶ 5 in tipofmyjoystick\_ooacgl.txt

Codes:

● Game metadata: Game theme

Content:

Adventure/Archery/Medieval

## icon 276:2 ¶ 7 in tipofmyjoystick\_ooacgl.txt

Codes:

● Game metadata: Release date / last played

Content:

Estimated year of release: 2010's

## icon 276:3 ¶ 1 in tipofmyjoystick\_ooacgl.txt

Codes:

● Purpose of post: Game search

Content:

itle: [PC] [~2010] Old

## icon 276:4 ¶ 9 in tipofmyjoystick\_ooacgl.txt

Codes:

● Design: Graphics style

Content:

Cartoon/2D

## icon 276:5 ¶ 11 in tipofmyjoystick\_ooacgl.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

flying devil eyeballs, robin hood girl

## icon 276:6 ¶ 13 in tipofmyjoystick\_ooacgl.txt

Codes:

● Game metadata: Game genre  ● Game metadata: Weapons / tools

Content:

Bow and Arrow, waves of monsters, click and shoot

## icon 276:7 ¶ 17 in tipofmyjoystick\_ooacgl.txt

Codes:

● Game metadata: Website / location

Content:

Agame and Friv and the like

## icon 276:8 ¶ 17 in tipofmyjoystick\_ooacgl.txt

Codes:

● Game metadata: Game genre

Content:

was a side scrolling game,

## icon 276:9 ¶ 17 in tipofmyjoystick\_ooacgl.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

- you were a female archer

## icon 276:10 ¶ 17 in tipofmyjoystick\_ooacgl.txt

Codes:

● In-game narrative / structure: Game context

Content:

. I'm \\\*pretty\\\* sure there was this little red demon with big ears that followed you around but I might be making that up

## icon 276:11 ¶ 17 in tipofmyjoystick\_ooacgl.txt

Codes:

● In-game narrative / structure: Game progression

Content:

You were continuously met with waves of enemies increasing in strength, and I distinctly remember most of these enemies being eyeballs of some kind.

## icon 276:12 ¶ 17 in tipofmyjoystick\_ooacgl.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

I think there might have been a dragon boss at the end but I'm unclear on that. The character looked a bit robin-hood esque and probably had brown hair.

## icon 276:13 ¶ 17 in tipofmyjoystick\_ooacgl.txt

Codes:

● Design: Background imagery

Content:

The game background was pretty simplistic with green grass and a wooded background, being early 2000's.

# icon 277 tipofmyjoystick\_ozbjh4.txt

Content:

Title: [Online Flash Game][2009-2015]Educational platformer where you clean trash, fight robots, and press a big red button

Body: \*\*Platform(s):\*\* Online (flash?) game, not a disc or downloadable

\*\*Genre:\*\* Educational platformer, possibly a shooter? (you either shoot robots or jump on their heads)

\*\*Estimated year of release:\*\* 2009-2015 is when I remember playing it

\*\*Graphics/art style:\*\* Bright and cheerful, typical kids flash game graphics for the time.

\*\*Notable characters:\*\* A generic boy and girl character you could choose between. They were kids. Can't remember what they looked like or what they were wearing, but I believe they were both white

\*\*Notable gameplay mechanics:\*\* You run through a level either shooting or jumping on robots and cleaning up trash/pollution. You had to clean all the trash from the level and then run back to the beginning and jump on a big red button to finish the level.

\*\*Other details:\*\* Flash sites I frequented as a kid were cartoonnetwork, disney, nick, pbs, [y8.com](https://y8.com), coolmath, newgrounds, and generic girl games websites. Was very likely on one of these sites as I wasn't allowed to frequent other sites (had to be approved by my parents)

Subreddit: tipofmyjoystick

Upvotes: 6.0, Comments: 1.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/ozbjh4/online\_flash\_game20092015educational\_platformer/

7 Quotations:

## icon 277:1 ¶ 1 in tipofmyjoystick\_ozbjh4.txt

Codes:

● Purpose of post: Game search

Content:

Educational platformer where you clean trash, fight robots, and press a big red button

## icon 277:2 ¶ 5 in tipofmyjoystick\_ozbjh4.txt

Codes:

● Game metadata: Game genre

Content:

Educational platformer, possibly a shooter?

## icon 277:3 ¶ 7 in tipofmyjoystick\_ozbjh4.txt

Codes:

● Game metadata: Release date / last played

Content:

2009-2015 is when I remember playing it

## icon 277:4 ¶ 9 in tipofmyjoystick\_ozbjh4.txt

Codes:

● Design: Graphics style

Content:

\* Bright and cheerful, typical kids flash game graphics for the time.

## icon 277:5 ¶ 11 in tipofmyjoystick\_ozbjh4.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

A generic boy and girl character you could choose between. They were kids. Can't remember what they looked like or what they were wearing, but I believe they were both white

## icon 277:6 ¶ 13 in tipofmyjoystick\_ozbjh4.txt

Codes:

● In-game narrative / structure: Game mechanics  ● In-game narrative / structure: Game progression

Content:

You run through a level either shooting or jumping on robots and cleaning up trash/pollution. You had to clean all the trash from the level and then run back to the beginning and jump on a big red button to finish the level.

## icon 277:7 ¶ 15 in tipofmyjoystick\_ozbjh4.txt

Codes:

● Game metadata: Website / location

Content:

artoonnetwork, disney, nick, pbs, [y8.com](https://y8.com), coolmath, newgrounds, and generic girl games websites.

# icon 278 tipofmyjoystick\_p3pm4y.txt

Content:

Title: [PC][~2010] Cyber dragon flash game

Body: [deleted]

Subreddit: tipofmyjoystick

Upvotes: 3.0, Comments: 8.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/p3pm4y/pc2010\_cyber\_dragon\_flash\_game/

1 Quotations:

## icon 278:1 ¶ 1 – 7 in tipofmyjoystick\_p3pm4y.txt

Codes:

● Purpose of post: Not relevant / broken post

Content:

Title: [PC][~2010] Cyber dragon flash game

Body: [deleted]

Subreddit: tipofmyjoystick

Upvotes: 3.0, Comments: 8.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/p3pm4y/pc2010\_cyber\_dragon\_flash\_game/

# icon 279 tipofmyjoystick\_pq9hws.txt

Content:

Title: [PC Flash Game][2002-2008] Old internet game where you tormented a dummy.

Body: I remember playing this old flash game where there was this grey ragdoll guy and the point of the game was to buy weapons to hurt him with. There was literally no other point to the game if I remember correctly. It was very simply and cartoony looking I think

Subreddit: tipofmyjoystick

Upvotes: 5.0, Comments: 5.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/pq9hws/pc\_flash\_game20022008\_old\_internet\_game\_where\_you/

4 Quotations:

## icon 279:1 ¶ 3 in tipofmyjoystick\_pq9hws.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

there was this grey ragdoll guy

## icon 279:2 ¶ 3 in tipofmyjoystick\_pq9hws.txt

Codes:

● In-game narrative / structure: Game goal

Content:

nd the point of the game was to buy weapons to hurt him with

## icon 279:3 ¶ 3 in tipofmyjoystick\_pq9hws.txt

Codes:

● Design: Graphics style  ● In-game narrative / structure: Game context

Content:

There was literally no other point to the game if I remember correctly. It was very simply and cartoony looking I think

## icon 279:4 ¶ 1 in tipofmyjoystick\_pq9hws.txt

Codes:

● Purpose of post: Game search

Content:

Title: [PC Flash Game][2002-2008] Old internet game where you tormented a dummy.

# icon 280 tipofmyjoystick\_q03nk7.txt

Content:

Title: [PC][2012 - 2014ish] Flash game where you control little alien creatures for survival

Body: \*\*Platform(s):\*\* PC

\*\*Genre:\*\* Flash Survival Game

\*\*Estimated year of release:\*\* Sometime around 2012 - 2014ish

\*\*Graphics/art style:\*\* The typical flat flash game style, minimal and brighter colors

\*\*Notable gameplay mechanics:\*\* I remember you could control these little yellow aliens (they weren't humanoid, and seemed head crab like in my mind but idk if thats how they actually looked). The view of the game was top down confined in a square space, and it was a view of a sort of dirt and grass terrain. You would basically have these aliens lay eggs and stuff, there was enemy aliens that would come in and kill your aliens. They could also die of illness and turn green once they got sick - you could also train the aliens to be stronger? This is as much as I can remember!!

\*\*Other details:\*\* This game was one you could play on those free to play flash game sties, There may be more details, but since I played this when I was younger I don't remember getting too far since I sucked at games.

&amp;#x200B;

Thanks!!

Subreddit: tipofmyjoystick

Upvotes: 3.0, Comments: 5.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/q03nk7/pc2012\_2014ish\_flash\_game\_where\_you\_control/

8 Quotations:

## icon 280:1 ¶ 1 in tipofmyjoystick\_q03nk7.txt

Codes:

● Purpose of post: Game search

Content:

014ish] Flash game where you control little alien creatures for survival

## icon 280:2 ¶ 5 in tipofmyjoystick\_q03nk7.txt

Codes:

● Game metadata: Game genre

Content:

Survival Game

## icon 280:3 ¶ 7 in tipofmyjoystick\_q03nk7.txt

Codes:

● Game metadata: Release date / last played

Content:

Sometime around 2012 - 2014ish

## icon 280:4 ¶ 9 in tipofmyjoystick\_q03nk7.txt

Codes:

● Design: Graphics style

Content:

The typical flat flash game style, minimal and brighter colors

## icon 280:5 ¶ 11 in tipofmyjoystick\_q03nk7.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

I remember you could control these little yellow aliens (they weren't humanoid, and seemed head crab like in my mind but idk if thats how they actually looked).

## icon 280:6 ¶ 11 in tipofmyjoystick\_q03nk7.txt

Codes:

● Design: Background imagery  ● Design: Graphics style

Content:

The view of the game was top down confined in a square space, and it was a view of a sort of dirt and grass terrain.

## icon 280:7 ¶ 11 in tipofmyjoystick\_q03nk7.txt

Codes:

● In-game narrative / structure: Game context

Content:

You would basically have these aliens lay eggs and stuff, there was enemy aliens that would come in and kill your aliens. They could also die of illness and turn green once they got sick - you could also train the aliens to be stronger? T

## icon 280:8 ¶ 13 in tipofmyjoystick\_q03nk7.txt

Codes:

● Game metadata: Website / location

Content:

\* This game was one you could play on those free to play flash game sties

# icon 281 tipofmyjoystick\_qeu8h2

Content:

Title: [flash game][flash era 2000-2010s] top down mission mode stickman shooter

Body: Platform(s): flash game. i played it on my computer back when flash was a thing

Genre: top down stickman shooter. basically, you can pick quests/missions, you can play as a whole bunch of different types of soldiers, like from different world wars, different countries, you can play as cops, soldiers, even a priest, demon etc. top down shooter most definitely

Estimated year of release: flash era game, so were talking 2005-2010ish, maybe even after. it was pretty dam good

Graphics/art style: games that ive seen that look similar are 'soldiers fury', 'stick strike', 'stick party', and 'stick arena'. top down, stickman, you can see their arms, art what youd expect from a flash game.

Notable characters: well, you can play as UN, terrorists, a priest, even some monster with a scythe, aliens, but you need to be in certain missions to play against/as them

Notable gameplay mechanics: you can pick up weapons, throw grenades. the grenades would bounce off walls. theres different kinds of grenades and different guns. its more or less a stealth game where you try to take down the cpus without dying. they dont normally move so much, normally in place, but its still challenging. i remember a mission where your soldier is called 'the chosen one' and you have this wicked gun. i remember a mission where you play as the UN. theres some mission where you play as a priest and you shoot these monsters. i think you can make people from your own team follow you

Other details: different soldiers would have different coloured helmets, arms etc. you can see their arms and the gun their holding, but theyre pretty small, like stickman. you see basically the whole map. part of the game is throwing grenades into other rooms and hoping theyll ricochet into the right room. theres even ricochet guns you can get in some missions. controls as i remember are wasd and mouse. in the mission select screen, i think you can select weapons, im not so sure. its also ordered in chronological order, so ww1-2 missions will be first, then modern stuff, then futuristic missions, like 'chosen one' and monsters and aliens and stuff

Subreddit: tipofmyjoystick

Upvotes: 4.0, Comments: 3.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/qeu8h2/flash\_gameflash\_era\_20002010s\_top\_down\_mission/

12 Quotations:

## icon 281:1 ¶ 1 in tipofmyjoystick\_qeu8h2

Codes:

● Purpose of post: Game search

Content:

Title: [flash game][flash era 2000-2010s] top down mission mode stickman shooter

## icon 281:2 ¶ 5 in tipofmyjoystick\_qeu8h2

Codes:

○ Design: Perspective  ● Game metadata: Game genre

Content:

: top down stickman shooter.

## icon 281:3 ¶ 5 in tipofmyjoystick\_qeu8h2

Codes:

● In-game narrative / structure: Game context

Content:

basically, you can pick quests/missions, you can play as a whole bunch of different types of soldiers, like from different world wars, different countries, you can play as cops, soldiers, even a priest, demon etc. top down shooter most definitely

## icon 281:4 ¶ 7 in tipofmyjoystick\_qeu8h2

Codes:

● Game metadata: Release date / last played

Content:

: flash era game, so were talking 2005-2010ish, maybe even after. it was pretty dam good

## icon 281:5 ¶ 9 in tipofmyjoystick\_qeu8h2

Codes:

● Design: Graphics style

Content:

games that ive seen that look similar are 'soldiers fury', 'stick strike', 'stick party', and 'stick arena'. top down, stickman, you can see their arms, art what youd expect from a flash game.

## icon 281:6 ¶ 11 in tipofmyjoystick\_qeu8h2

Codes:

● Game metadata: Main charachter / other characters

Content:

well, you can play as UN, terrorists, a priest, even some monster with a scythe, aliens, but you need to be in certain missions to play against/as them

## icon 281:7 ¶ 13 in tipofmyjoystick\_qeu8h2

Codes:

● In-game narrative / structure: Game mechanics

Content:

ics: you can pick up weapons, throw grenades. the grenades would bounce off walls.

## icon 281:8 ¶ 13 in tipofmyjoystick\_qeu8h2

Codes:

● Game metadata: Game genre  ● Game metadata: Weapons / tools

Content:

theres different kinds of grenades and different guns.

## icon 281:9 ¶ 13 in tipofmyjoystick\_qeu8h2

Codes:

● In-game narrative / structure: Game context

Content:

. they dont normally move so much, normally in place, but its still challenging. i remember a mission where your soldier is called 'the chosen one' and you have this wicked gun. i remember a mission where you play as the UN. theres some mission where you play as a priest and you shoot these monsters. i think you can make people from your own team follow you

## icon 281:10 ¶ 15 in tipofmyjoystick\_qeu8h2

Codes:

● Game metadata: Main charachter / other characters

Content:

: different soldiers would have different coloured helmets, arms etc. you can see their arms and the gun their holding, but theyre pretty small, like stickman.

## icon 281:11 ¶ 15 in tipofmyjoystick\_qeu8h2

Codes:

● Game metadata: Weapons / tools

Content:

theres even ricochet guns you can get in some missions.

## icon 281:12 ¶ 15 in tipofmyjoystick\_qeu8h2

Codes:

● Game metadata: Game controls

Content:

controls as i remember are wasd and mouse.

# icon 282 tipofmyjoystick\_qiylg9.txt

Content:

Title: [Flash] [Mid 2000s] Samorost-like Flash game series

Body: \*\*Platform(s):\*\* PC (browser Flash game)

\*\*Genre:\*\* Puzzle, Point &amp; Click Adventure

\*\*Estimated year of release:\*\* Mid 2000s (should be later than Samorost)

\*\*Graphics/art style:\*\* Art style similar to Samorost

\*\*Notable characters:\*\* The protagonist is wearing a red elf hat (or another kind of hat, but it's red)

\*\*Notable gameplay mechanics:\*\* Also similar to Samorost

\*\*Other details:\*\* This is a game series, when I first discover it, it already has like one or two hundred games (and some comics and music videos? Can't remember well). It has its own website (so the series is not hosted elsewhere), and some of the games can be very short (and some are premium games that need to pay the developer to play? Not sure). Even the background setting is similar to Samorost, it's about the protagonist's adventure in space and different planets, I think there is not too much plot in these games (or I just didn't notice back then). Games may have been released in chronological order and called "Episode #".

Subreddit: tipofmyjoystick

Upvotes: 6.0, Comments: 0.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/qiylg9/flash\_mid\_2000s\_samorostlike\_flash\_game\_series/

10 Quotations:

## icon 282:1 ¶ 1 in tipofmyjoystick\_qiylg9.txt

Codes:

● Purpose of post: Game search

Content:

Title: [Flash] [Mid 2000s] Samorost-like Flash game series

## icon 282:2 ¶ 5 in tipofmyjoystick\_qiylg9.txt

Codes:

● Game metadata: Game genre

Content:

\*\*Genre:\*\* Puzzle, Point &amp; Click Adventure

## icon 282:3 ¶ 7 in tipofmyjoystick\_qiylg9.txt

Codes:

● Game metadata: Release date / last played

Content:

:\*\* Mid 2000s (should be later than Samorost)

## icon 282:4 ¶ 9 in tipofmyjoystick\_qiylg9.txt

Codes:

● Design: Graphics style  ● In-game narrative / structure: Similarity to other title

Content:

Art style similar to Samorost

## icon 282:5 ¶ 11 in tipofmyjoystick\_qiylg9.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

he protagonist is wearing a red elf hat (or another kind of hat, but it's red)

## icon 282:6 ¶ 13 in tipofmyjoystick\_qiylg9.txt

Codes:

● In-game narrative / structure: Game mechanics  ● In-game narrative / structure: Similarity to other title

Content:

Also similar to Samorost

## icon 282:7 ¶ 15 in tipofmyjoystick\_qiylg9.txt

Codes:

● Game metadata: Part of game series

Content:

his is a game series, when I first discover it, it already has like one or two hundred games (and some comics and music videos? Can't remember well).

## icon 282:8 ¶ 15 in tipofmyjoystick\_qiylg9.txt

Codes:

● Game metadata: Website / location

Content:

It has its own website (so the series is not hosted elsewhere), and some of the games can be very short (and some are premium games that need to pay the developer to play? Not sure

## icon 282:9 ¶ 15 in tipofmyjoystick\_qiylg9.txt

Codes:

● Design: Background imagery  ● In-game narrative / structure: Similarity to other title

Content:

Even the background setting is similar to Samorost, it's about the protagonist's adventure in space and different planets, I think there is not too much plot in these games (or I just didn't notice back then).

## icon 282:10 ¶ 15 in tipofmyjoystick\_qiylg9.txt

Codes:

● Game metadata: Title

Content:

"Episode #".

# icon 283 tipofmyjoystick\_r1hg8c.txt

Content:

Title: [PC] [Online flash game] [around 2010]

Body: \*\*Cartoony platformer, a little blue guy, large castle, wizards and a dragon boss fight\*\*

A game I recall playing years ago, one of those free online, in-browser flash games. I seem to remember it being on [armorgames.com](https://armorgames.com) but haven't been able to find it there.

The game was a cartoony platformer where you play as a little blue guy that had kind of a bubble look exploring a large dark castle, with indoor and outdoor segments. You would fight little wizard guys with dark robes and hoods and there were different staffs you could loot from them with different elemental attacks. i remember you could use stealth on some segments to sneak around wizards, and could climb on the bottom of platforms with little red suction cups on your hands and feet.

At the end there is a boss fight with a dragon. If I remember right when you beat the boss the game zooms out and you see the main character playing the game on his TV sitting with his girlfriend or something on a couch.

I believe the game was named after the character you play as, like "\\[blank\\]'s quest" or "\\[blank\\]'s adventure\\]"

The art quality was actually very good compared to most other flash games.

&amp;#x200B;

\*\*Platform(s): PC, online flash game\*\*

\*\*Genre: platformer, adventure\*\*

\*\*Estimated year of release: played late 2000s, around 2010\*\*

\*\*Graphics/art style: cartoony\*\*

\*\*Notable characters:\*\*

\*\*Notable gameplay mechanics:\*\*

\*\*Other details:\*\*

Subreddit: tipofmyjoystick

Upvotes: 4.0, Comments: 8.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/r1hg8c/pc\_online\_flash\_game\_around\_2010/

11 Quotations:

## icon 283:1 ¶ 1 in tipofmyjoystick\_r1hg8c.txt

Codes:

● Purpose of post: Game search

Content:

Title: [PC] [Online flash game] [around 2010]

## icon 283:2 ¶ 3 in tipofmyjoystick\_r1hg8c.txt

Codes:

● Design: Graphics style  ● Game metadata: Game genre

Content:

\*\*Cartoony platformer,

## icon 283:3 ¶ 3 in tipofmyjoystick\_r1hg8c.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

a little blue guy

## icon 283:4 ¶ 3 in tipofmyjoystick\_r1hg8c.txt

Codes:

● In-game narrative / structure: Game context

Content:

large castle, wizards and a dragon boss fight\*

## icon 283:5 ¶ 5 in tipofmyjoystick\_r1hg8c.txt

Codes:

● Game metadata: Website / location

Content:

A game I recall playing years ago, one of those free online, in-browser flash games. I seem to remember it being on [armorgames.com](https://armorgames.com) but haven't been able to find it there.

## icon 283:6 ¶ 7 in tipofmyjoystick\_r1hg8c.txt

Codes:

● Design: Graphics style  ● Game metadata: Game genre

Content:

The game was a cartoony platformer

## icon 283:7 ¶ 7 in tipofmyjoystick\_r1hg8c.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

s. You would fight little wizard guys with dark robes and hoods and there were different staffs you could loot from them with different elemental attacks. i remember you could use stealth on some segments to sneak around wizards, and could climb on the bottom of platforms with little red suction cups on your hands and feet.

## icon 283:8 ¶ 9 in tipofmyjoystick\_r1hg8c.txt

Codes:

● In-game narrative / structure: Game ending

Content:

At the end there is a boss fight with a dragon. If I remember right when you beat the boss the game zooms out and you see the main character playing the game on his TV sitting with his girlfriend or something on a couch.

## icon 283:9 ¶ 11 in tipofmyjoystick\_r1hg8c.txt

Codes:

● Game metadata: Title

Content:

I believe the game was named after the character you play as, like "\\[blank\\]'s quest" or "\\[blank\\]'s adventure\\]"

## icon 283:10 ¶ 13 in tipofmyjoystick\_r1hg8c.txt

Codes:

● Design: Graphics style

Content:

The art quality was actually very good compared to most other flash games.

## icon 283:11 ¶ 21 in tipofmyjoystick\_r1hg8c.txt

Codes:

● Game metadata: Release date / last played

Content:

\*\*Estimated year of release: played late 2000s, around 2010\*\*

# icon 284 tipofmyjoystick\_rawa63.txt

Content:

Title: [PC][Late 2000's] Flash game about sumo wrestling

Body: \\- One of those play-get money-upgrade-play again games

\\-Top-down perspective

\\-One of the opponents was named Large Marge

Subreddit: tipofmyjoystick

Upvotes: 3.0, Comments: 6.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/rawa63/pclate\_2000s\_flash\_game\_about\_sumo\_wrestling/

4 Quotations:

## icon 284:1 ¶ 1 in tipofmyjoystick\_rawa63.txt

Codes:

● Purpose of post: Game search

Content:

Title: [PC][Late 2000's] Flash game about sumo wrestling

## icon 284:2 ¶ 3 in tipofmyjoystick\_rawa63.txt

Codes:

● Game metadata: Game genre

Content:

One of those play-get money-upgrade-play again games

## icon 284:3 ¶ 5 in tipofmyjoystick\_rawa63.txt

Codes:

● Design: Graphics style

Content:

\\-Top-down perspective

## icon 284:4 ¶ 7 in tipofmyjoystick\_rawa63.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

\\-One of the opponents was named Large Marge

# icon 285 tipofmyjoystick\_rtun8o.txt

Content:

Title: [PC] [2004-2007]Alien Shooting Flash game

Body: Trying to remember the name of this game. It was a aim and click first person Alien shooting flash game with a pretty interesting story line. Starts off with a ship of humans getting attacked by alien fighters and you have to fight back. In one of the scenes you pick up a sniper off a fallen comrade and have to take out a group of 4-5 alien snipers (their red lasers circle around the screen and eventually land on you, you have to move quick)

You point and click on the aliens (who had almost human looking skull masks) and they groan and ooze green blood when shot. You could click on the head for an instant kill or they would die after several body shots. You also press the spacebar to take cover.

Also… when you die it would take you to an odd cut scene of you on an operating table where the alien doctors are “ready to probe your ass”

Any idea what this game might be? Thanks!

Edit: It was Combat Instinct II !

Subreddit: tipofmyjoystick

Upvotes: 3.0, Comments: 0.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/rtun8o/pc\_20042007alien\_shooting\_flash\_game/

9 Quotations:

## icon 285:1 ¶ 3 in tipofmyjoystick\_rtun8o.txt

Codes:

● Game metadata: Game genre

Content:

Trying to remember the name of this game. It was a aim and click first person

## icon 285:2 ¶ 1 in tipofmyjoystick\_rtun8o.txt

Codes:

● Purpose of post: Game search

Content:

Title: [PC] [2004-2007]Alien Shooting Flash game

## icon 285:3 ¶ 3 in tipofmyjoystick\_rtun8o.txt

Codes:

● Game metadata: Game theme

Content:

Alien s

## icon 285:4 ¶ 3 in tipofmyjoystick\_rtun8o.txt

Codes:

● In-game narrative / structure: Game context

Content:

ith a pretty interesting story line. Starts off with a ship of humans getting attacked by alien fighters and you have to fight back.

## icon 285:5 ¶ 3 in tipofmyjoystick\_rtun8o.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

k. In one of the scenes you pick up a sniper off a fallen comrade and have to take out a group of 4-5 alien snipers (their red lasers circle around the screen and eventually land on you, you have to move quick)

## icon 285:6 ¶ 5 in tipofmyjoystick\_rtun8o.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

You point and click on the aliens (who had almost human looking skull masks)

## icon 285:7 ¶ 5 in tipofmyjoystick\_rtun8o.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

and they groan and ooze green blood when shot

## icon 285:8 ¶ 5 in tipofmyjoystick\_rtun8o.txt

Codes:

● Game metadata: Game controls  ● In-game narrative / structure: Game mechanics

Content:

You could click on the head for an instant kill or they would die after several body shots. You also press the spacebar to take cover.

## icon 285:9 ¶ 7 in tipofmyjoystick\_rtun8o.txt

Codes:

● In-game narrative / structure: Game ending

Content:

Also… when you die it would take you to an odd cut scene of you on an operating table where the alien doctors are “ready to probe your ass”

# icon 286 tipofmyjoystick\_s8x3n1.txt

Content:

Title: [Flash Game] [2000s] Cartoony point and click game with spooky setting?

Body:

\*\*Platform(s): PC\*\*

\*\*Genre: Point and Click/Puzzle\*\*

\*\*Estimated year of release: 2006-2010?\*\*

\*\*Graphics/art style: Cartoon/Spooky, something like a nightmare world (?)\*\*

\*\*Notable characters: Protagonist Boy/ Skeleton (?) Dog\*\*

\*\*Notable gameplay mechanics: Bottom bar inventory to keep some items (?)\*\*

From what i can remember... it was a flash game mid 2000s, point and click, i think the protagonist was just a normal kid in a spooky-nightmare world, but not scary as it's style is cartoonish... one specific scene that comes in mind, the kid is stuck on some kind path where he has to go ahead, but there's a dog house with some angry skeleton dog inside (not sure if we even get to see the dog) so the puzzle consisted in getting a bone somehow, throw it to distract the dog and get across. Seemed like you could drag items from in and out from your inventory, which was a bar(?) on the bottom of the screen.

Subreddit: tipofmyjoystick

Upvotes: 5.0, Comments: 6.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/s8x3n1/flash\_game\_2000s\_cartoony\_point\_and\_click\_game/

11 Quotations:

## icon 286:1 ¶ 1 in tipofmyjoystick\_s8x3n1.txt

Codes:

● Purpose of post: Game search

Content:

Title: [Flash Game] [2000s] Cartoony point and click game with spooky setting?

## icon 286:2 ¶ 7 in tipofmyjoystick\_s8x3n1.txt

Codes:

● Game metadata: Game genre

Content:

Point and Click/Puzzle\*\*

## icon 286:3 ¶ 9 in tipofmyjoystick\_s8x3n1.txt

Codes:

● Game metadata: Release date / last played

Content:

\*\*Estimated year of release: 2006-2010?\*\*

## icon 286:4 ¶ 11 in tipofmyjoystick\_s8x3n1.txt

Codes:

● Design: Graphics style  ● Game metadata: Game theme

Content:

Cartoon/Spooky, something like a nightmare world (?)\*\*

## icon 286:5 ¶ 13 in tipofmyjoystick\_s8x3n1.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

Protagonist Boy/ Skeleton (?) Dog\*\*

## icon 286:6 ¶ 15 in tipofmyjoystick\_s8x3n1.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

: Bottom bar inventory to keep some items (?)\*\*

## icon 286:7 ¶ 18 in tipofmyjoystick\_s8x3n1.txt

Codes:

● Game metadata: Game genre

Content:

oint and click,

## icon 286:8 ¶ 18 in tipofmyjoystick\_s8x3n1.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

i think the protagonist was just a normal kid in a spooky-nightmare world, but not scary as it's style is cartoonish.

## icon 286:9 ¶ 18 in tipofmyjoystick\_s8x3n1.txt

Codes:

● In-game narrative / structure: Game context

Content:

one specific scene that comes in mind, the kid is stuck on some kind path where he has to go ahead, but there's a dog house with some angry skeleton dog inside

## icon 286:10 ¶ 18 in tipofmyjoystick\_s8x3n1.txt

Codes:

● In-game narrative / structure: Game goal

Content:

(not sure if we even get to see the dog) so the puzzle consisted in getting a bone somehow, throw it to distract the dog and get across.

## icon 286:11 ¶ 18 in tipofmyjoystick\_s8x3n1.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

Seemed like you could drag items from in and out from your inventory, which was a bar(?) on the bottom of the screen.

# icon 287 tipofmyjoystick\_teqdkn.txt

Content:

Title: [PC / Flash Game / Browser] [2014-2019] 2D Flash Gun-Game where you could fight enemies to progress each map.

Body: \*\*Platform(s):\*\* Flash Game Online (Before Flash Died, Back Around 3-4 Years Ago)

\*\*Genre:\*\* 2D Gun-Game Multiplayer or Solo Pixelated Shooter. The game was not a first person shooter.

\*\*Estimated year of release:\*\* Possible around 3-6 years ago. The game seemed recent at the time as a kid.

\*\*Graphics/art style:\*\* 2D

\*\*Notable characters:\*\* There were a multitude of skins you could pick from. 2 Suit Men, 2 Scientists, and 2 Green Stereotypical-Gang Dudes. There was a purple suit dude you had to battle at the end of the game. Purple suit dude had a purple tie.

\*\*Notable gameplay mechanics:\*\* There were a variety of guns to pick from. There was a rifle, pistol, flamethrower, and grenades.

There were lots of breakable/destructive objects. There were explodable barrels, glass that could be broken or fallen through, desks you could break or push, etc.

You could also punch enemies and sometimes the enemy will fall over or drop their gun. The Game could be played by two people if you both shared the keyboard.

All players/enemies have their own small health bar above them.

Notable keys for the first or second player was M, N, Command, and the Arrow Keys. You could throw grenades, shoot your gun, punch, crouch, and run.

When you and another enemy were punching, although it wasn't explained or there's no indication, depending on the difficulty it would depend how much you'd have to spam the punch button to "beat" them in the punching.

There were 3-4 gameplay modes to pick from.

Easy, Normal, Hard, and some purple gamemode I believe. The harder the gamemode the more tactful, strong, and smart the AI enemies were with using different guns, hiding behind objects, etc.

I remember that you could crouch behind objects such as a desk or table.

\*\*Other details:\*\*

The game had multiple stages to go through, and you unlocked a stage every time you beat the one available.

One of the maps was a sort of office with a empty hole with a ladder between the office and another building.

There was another map with radiation liquid that would kill you if you landed in it. There were lots of platforms and ladders to jump on and go through.

For the radiation map, this example [here](https://imgur.com/a/Hue0Rsj) is what it kind of looks like. Obviously the map was bigger, more squarish, and looked more detailed, but this should give a kind of idea. The green is the radiation liquid, there are ladders, platforms, the blue is the glass, the red is the barrels.

Characters, map, and style look \*relatively\* similar to [this](https://imgur.com/a/n6VCYrM). This is what I mean by pixelated shooter.

Subreddit: tipofmyjoystick

Upvotes: 6.0, Comments: 3.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/teqdkn/pc\_flash\_game\_browser\_20142019\_2d\_flash\_gungame/

19 Quotations:

## icon 287:1 ¶ 1 in tipofmyjoystick\_teqdkn.txt

Codes:

● Purpose of post: Game search

Content:

itle: [PC / Flash Game / Browser] [2014-2019] 2D Flash Gun-Game where you could fight enemies to progress each map.

## icon 287:2 ¶ 3 in tipofmyjoystick\_teqdkn.txt

Codes:

● Game metadata: Release date / last played

Content:

Flash Game Online (Before Flash Died, Back Around 3-4 Years Ago)

## icon 287:3 ¶ 5 in tipofmyjoystick\_teqdkn.txt

Codes:

● Game metadata: Game genre  ● Game metadata: Gamemode single/multiplayer

Content:

\* 2D Gun-Game Multiplayer or Solo Pixelated Shooter.

## icon 287:4 ¶ 7 in tipofmyjoystick\_teqdkn.txt

Codes:

● Game metadata: Release date / last played

Content:

Possible around 3-6 years ago.

## icon 287:5 ¶ 9 in tipofmyjoystick\_teqdkn.txt

Codes:

● Design: Graphics style

Content:

\*\*Graphics/art style:\*\* 2D

## icon 287:6 ¶ 11 in tipofmyjoystick\_teqdkn.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

There were a multitude of skins you could pick from. 2 Suit Men, 2 Scientists, and 2 Green Stereotypical-Gang Dudes. There was a purple suit dude you had to battle at the end of the game. Purple suit dude had a purple tie.

## icon 287:7 ¶ 13 in tipofmyjoystick\_teqdkn.txt

Codes:

● Game metadata: Weapons / tools

Content:

There were a variety of guns to pick from. There was a rifle, pistol, flamethrower, and grenades.

## icon 287:8 ¶ 15 in tipofmyjoystick\_teqdkn.txt

Codes:

● In-game narrative / structure: Game context

Content:

There were lots of breakable/destructive objects. There were explodable barrels, glass that could be broken or fallen through, desks you could break or push, etc.

## icon 287:9 ¶ 17 in tipofmyjoystick\_teqdkn.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

You could also punch enemies and sometimes the enemy will fall over or drop their gun. The Game could be played by two people if you both shared the keyboard.

## icon 287:10 ¶ 17 in tipofmyjoystick\_teqdkn.txt

Codes:

● Game metadata: Gamemode single/multiplayer

Content:

The Game could be played by two people if you both shared the keyboard.

## icon 287:11 ¶ 21 in tipofmyjoystick\_teqdkn.txt

Codes:

● Game metadata: Game controls

Content:

Notable keys for the first or second player was M, N, Command, and the Arrow Keys. You could throw grenades, shoot your gun, punch, crouch, and run.

## icon 287:12 ¶ 23 in tipofmyjoystick\_teqdkn.txt

Codes:

● Game metadata: Game difficulty  ● In-game narrative / structure: Game context

Content:

When you and another enemy were punching, although it wasn't explained or there's no indication, depending on the difficulty it would depend how much you'd have to spam the punch button to "beat" them in the punching.

## icon 287:13 ¶ 25 in tipofmyjoystick\_teqdkn.txt

Codes:

● In-game narrative / structure: Customisation options

Content:

There were 3-4 gameplay modes to pick from.

## icon 287:14 ¶ 26 in tipofmyjoystick\_teqdkn.txt

Codes:

● Game metadata: Game difficulty

Content:

Easy, Normal, Hard, and some purple gamemode I believe

## icon 287:15 ¶ 28 in tipofmyjoystick\_teqdkn.txt

Codes:

● In-game narrative / structure: Game context

Content:

I remember that you could crouch behind objects such as a desk or table.

## icon 287:16 ¶ 32 in tipofmyjoystick\_teqdkn.txt

Codes:

● In-game narrative / structure: Game progression

Content:

The game had multiple stages to go through, and you unlocked a stage every time you beat the one available.

## icon 287:17 ¶ 34 in tipofmyjoystick\_teqdkn.txt

Codes:

● Design: Background imagery

Content:

One of the maps was a sort of office with a empty hole with a ladder between the office and another building.

## icon 287:18 ¶ 36 in tipofmyjoystick\_teqdkn.txt

Codes:

● In-game narrative / structure: Game context

Content:

There was another map with radiation liquid that would kill you if you landed in it. There were lots of platforms and ladders to jump on and go through.

## icon 287:19 ¶ 38 – 40 in tipofmyjoystick\_teqdkn.txt

Codes:

● In-game narrative / structure: Similarity to other title

Content:

For the radiation map, this example [here](https://imgur.com/a/Hue0Rsj) is what it kind of looks like. Obviously the map was bigger, more squarish, and looked more detailed, but this should give a kind of idea. The green is the radiation liquid, there are ladders, platforms, the blue is the glass, the red is the barrels.

Characters, map, and style look \*relatively\* similar to [this](https://imgur.com/a/n6VCYrM). This is what I mean by pixelated shooter.

# icon 288 tipofmyjoystick\_tpqzwk.txt

Content:

Title: [PC][2005-2012] Flash game where you play as a bubblegum boy and fight trash monsters

Body: Title says all i can recall

Subreddit: tipofmyjoystick

Upvotes: 4.0, Comments: 5.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/tpqzwk/pc20052012\_flash\_game\_where\_you\_play\_as\_a/

3 Quotations:

## icon 288:1 ¶ 1 in tipofmyjoystick\_tpqzwk.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

where you play as a bubblegum boy

## icon 288:2 ¶ 1 in tipofmyjoystick\_tpqzwk.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

and fight trash monsters

## icon 288:3 ¶ 1 in tipofmyjoystick\_tpqzwk.txt

Codes:

● Purpose of post: Game search

Content:

Title: [PC][2005-2012] Flash game where you play as a bubblegum boy and fight trash monsters

# icon 289 tipofmyjoystick\_ua61im.txt

Content:

Title: [PC] [Flash] [2000s] Flash game where you have to buy upgrades for a cart

Body: I don't remember much but I think it had a similar system to Duck Life (where you train to upgrade your duck for a race) where you could earn money to keep buying upgrades for this cart but I don't know if it was to jump a gap of some sort or win a race, I think I played it on Friv a while back in the late 2000s/early 2010s and I think the cart moved automatically once you decided to test it out, you didn't have to press any buttons to control it as far as I remember

Subreddit: tipofmyjoystick

Upvotes: 8.0, Comments: 9.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/ua61im/pc\_flash\_2000s\_flash\_game\_where\_you\_have\_to\_buy/

6 Quotations:

## icon 289:1 ¶ 1 in tipofmyjoystick\_ua61im.txt

Codes:

● Purpose of post: Game search

Content:

Title: [PC] [Flash] [2000s] Flash game where you have to buy upgrades for a cart

## icon 289:2 ¶ 3 in tipofmyjoystick\_ua61im.txt

Codes:

● In-game narrative / structure: Similarity to other title

Content:

had a similar system to Duck Life (where you train to upgrade your duck for a race)

## icon 289:3 ¶ 3 in tipofmyjoystick\_ua61im.txt

Codes:

● In-game narrative / structure: Customisation options  ● In-game narrative / structure: Game progression

Content:

where you could earn money to keep buying upgrades for this cart but I don't know if it was to jump a gap of some sort or win a race, I

## icon 289:4 ¶ 3 in tipofmyjoystick\_ua61im.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

ney to keep buying upgrades for this cart b

## icon 289:5 ¶ 3 in tipofmyjoystick\_ua61im.txt

Codes:

● Game metadata: Website / location

Content:

played it on Friv a while b

## icon 289:6 ¶ 3 in tipofmyjoystick\_ua61im.txt

Codes:

● Game metadata: Release date / last played

Content:

the late 2000s/early 2010s

# icon 290 tipofmyjoystick\_uqy3al.txt

Content:

Title: [PC: FLASH GAME][2005-2010 (I think)] A pig trips in a forest and looses its memories

Body: \*\*Platform:\*\* PC: Flash game

\*\*Genre:\*\* Adventure, Platformer/Jump and Run (I think)

\*\*Estimated year of release:\*\* maybe around 2005 -2010

\*\*Graphics/art style:\*\* 2D, cartoon style

\*\*Notable characters:\*\* pink pig (male) (main character), pink pig (female) (mc's wife)

\*\*Notable gameplay mechanics:\*\* standard platformer mechanics

\*\*Other details:\*\*

Sadly I don't remember too much about it, as it has been many years since I played it.

The game plays in a forest. It starts with a cutscene of how the mc was on his way home to his wife, when he tripped on something (I think it was a log) and fell down a hill, hitting his head in the process and loosing his memories. And that's where the gameplay starts. Your goal is to find puzzle pieces, that resemble parts of his brain/memories, and help him recover the memories he lost.

That's all I remember about the game.

I really hope someone can help me find this game that's been haunting my memories for the past decade.

Thanks in advance!

Subreddit: tipofmyjoystick

Upvotes: 3.0, Comments: 3.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/uqy3al/pc\_flash\_game20052010\_i\_think\_a\_pig\_trips\_in\_a/

8 Quotations:

## icon 290:1 ¶ 1 in tipofmyjoystick\_uqy3al.txt

Codes:

● Purpose of post: Game search

Content:

Title: [PC: FLASH GAME][2005-2010 (I think)] A pig trips in a forest and looses its memories

## icon 290:2 ¶ 5 in tipofmyjoystick\_uqy3al.txt

Codes:

● Game metadata: Game genre

Content:

Adventure, Platformer/Jump and Run (I think)

## icon 290:3 ¶ 7 in tipofmyjoystick\_uqy3al.txt

Codes:

● Game metadata: Release date / last played

Content:

maybe around 2005 -2010

## icon 290:4 ¶ 9 in tipofmyjoystick\_uqy3al.txt

Codes:

● Design: Graphics style

Content:

2D, cartoon style

## icon 290:5 ¶ 11 in tipofmyjoystick\_uqy3al.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

pink pig (male) (main character), pink pig (female) (mc's wife)

## icon 290:6 ¶ 13 in tipofmyjoystick\_uqy3al.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

\*\*Notable gameplay mechanics:\*\* standard platformer mechanics

## icon 290:7 ¶ 18 in tipofmyjoystick\_uqy3al.txt

Codes:

● Design: Background imagery

Content:

The game plays in a forest.

## icon 290:8 ¶ 18 in tipofmyjoystick\_uqy3al.txt

Codes:

● In-game narrative / structure: Game context

Content:

It starts with a cutscene of how the mc was on his way home to his wife, when he tripped on something (I think it was a log) and fell down a hill, hitting his head in the process and loosing his memories. And that's where the gameplay starts. Your goal is to find puzzle pieces, that resemble parts of his brain/memories, and help him recover the memories he lost.

# icon 291 tipofmyjoystick\_utaluc.txt

Content:

Title: [Flash Game] [2000-2010] Point and Click Adventure with a tint of Action/Horror

Body: So there was this one flash game where i accidentally found as a kid with a weird artstyle that is similar to realism but kind of amateurish/ugly on today's standards;

the story goes around here,the MC (i forgot about his name) was kind of cursed into turning like a zombie(?)form for a set amount of days (maybe 50-60 ingame days)that gives a game over screen and a sfx of the character screaming in agony if you keep skipping the time,you would be set on your room with a task i don't remember,i think it was getting your neighbor's pie and to get some watch on the bar,and you had to fight some zombie like creatures when you attempt to leave the area towards your house (you need a weapon to fight these entities so going head-on with these lads are always a guaranteed death on my playthrough)and there were other details i remember like having some sort of love interest for the MC that is afraid of the darkness,and guns? (I think there were guns and sequences where you had to rescue her from a dungeon and need to carefully shoot at the person holding her hostage or she'll die immediately)

The atmosphere was a bit dark,gloomy and had plain and boring colors but it added to the factor.

The endgame scenario was weird; i had to augment my weapon with some sort of orb? (I don't remember it but i know i have to upgrade) before fighting the final boss which he was holding some sort of shield-ish item,would go into 2 phases and was so annoying to defeat because I didn't upgrade my weapon i think and just went on a loop.

I've been looking for the game's title for a decade now but i still haven't found any results,please do lend me a hand on searching for it or maybe reveal the game's title; i would appreciate it alot.

Subreddit: tipofmyjoystick

Upvotes: 3.0, Comments: 3.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/utaluc/flash\_game\_20002010\_point\_and\_click\_adventure/

6 Quotations:

## icon 291:1 ¶ 1 in tipofmyjoystick\_utaluc.txt

Codes:

● Purpose of post: Game search

Content:

Title: [Flash Game] [2000-2010] Point and Click Adventure with a tint of Action/Horror

## icon 291:2 ¶ 1 in tipofmyjoystick\_utaluc.txt

Codes:

● Game metadata: Game genre

Content:

oint and Click Adventure with a tint of Action/Horror

## icon 291:3 ¶ 3 in tipofmyjoystick\_utaluc.txt

Codes:

● Design: Graphics style

Content:

a kid with a weird artstyle that is similar to realism but kind of amateurish/ugly on today's standards;

## icon 291:4 ¶ 5 in tipofmyjoystick\_utaluc.txt

Codes:

● In-game narrative / structure: Game mechanics  ● In-game narrative / structure: Game progression

Content:

the story goes around here,the MC (i forgot about his name) was kind of cursed into turning like a zombie(?)form for a set amount of days (maybe 50-60 ingame days)that gives a game over screen and a sfx of the character screaming in agony if you keep skipping the time,you would be set on your room with a task i don't remember,i think it was getting your neighbor's pie and to get some watch on the bar,and you had to fight some zombie like creatures when you attempt to leave the area towards your house (you need a weapon to fight these entities so going head-on with these lads are always a guaranteed death on my playthrough)and there were other details i remember like having some sort of love interest for the MC that is afraid of the darkness,and guns? (I think there were guns and sequences where you had to rescue her from a dungeon and need to carefully shoot at the person holding her hostage or she'll die immediately)

## icon 291:5 ¶ 6 in tipofmyjoystick\_utaluc.txt

Codes:

● Game metadata: Game theme

Content:

The atmosphere was a bit dark,gloomy and had plain and boring colors but it added to the factor.

## icon 291:6 ¶ 8 in tipofmyjoystick\_utaluc.txt

Codes:

● In-game narrative / structure: Game context  ● In-game narrative / structure: Game ending

Content:

The endgame scenario was weird; i had to augment my weapon with some sort of orb? (I don't remember it but i know i have to upgrade) before fighting the final boss which he was holding some sort of shield-ish item,would go into 2 phases and was so annoying to defeat because I didn't upgrade my weapon i think and just went on a loop.

# icon 292 tipofmyjoystick\_vpgdkt.txt

Content:

Title: [PC FLASH GAME] [2010 - 2015] [Third person shotter flash game where you play as an sentient old office monitors]

Body:

\*\*Platform(s): Windows ( flash game)\*\*

\*\*Genre: Third person shotter\*\*

\*\*Estimated year of release:2010-2015\*\*

\*\*Graphics/art style: Had a similar graphic style as the game 'paint the town red'\*\*

\*\*Notable characters:You are one of those old office computers.\*\*

\*\*Notable gameplay mechanics:You could jump on top of the heads of the office workers that were there and you controlled them to kill other office workers.\*\*

\*\*Other details:You could kill them with scissor and stapplers.\*\*

Subreddit: tipofmyjoystick

Upvotes: 4.0, Comments: 0.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/vpgdkt/pc\_flash\_game\_2010\_2015\_third\_person\_shotter/

8 Quotations:

## icon 292:1 ¶ 1 in tipofmyjoystick\_vpgdkt.txt

Codes:

● Purpose of post: Game search

Content:

Title: [PC FLASH GAME] [2010 - 2015] [T

## icon 292:2 ¶ 1 in tipofmyjoystick\_vpgdkt.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

you play as an sentient old office monitors]

## icon 292:3 ¶ 7 in tipofmyjoystick\_vpgdkt.txt

Codes:

● Game metadata: Game genre

Content:

Third person shotter\*\*

## icon 292:4 ¶ 9 in tipofmyjoystick\_vpgdkt.txt

Codes:

● Game metadata: Release date / last played

Content:

\*\*Estimated year of release:2010-2015\*\*

## icon 292:5 ¶ 11 in tipofmyjoystick\_vpgdkt.txt

Codes:

● Design: Graphics style  ● In-game narrative / structure: Similarity to other title

Content:

: Had a similar graphic style as the game 'paint the town red'\*\*

## icon 292:6 ¶ 13 in tipofmyjoystick\_vpgdkt.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

You are one of those old office computers.\*\*

## icon 292:7 ¶ 15 in tipofmyjoystick\_vpgdkt.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

ou could jump on top of the heads of the office workers that were there and you controlled them to kill other office workers.\*\*

## icon 292:8 ¶ 17 in tipofmyjoystick\_vpgdkt.txt

Codes:

● Game metadata: Weapons / tools

Content:

You could kill them with scissor and stapplers.\*

# icon 293 tipofmyjoystick\_w67mv6.txt

Content:

Title: [PC][Early 2000's] flash game platformer, music has a guy who says "the atomic bomb" in a radio announcer voice

Body: There was this browser game, I think I found it through stumbleupon, so I don't think it was hosted on like a game site; it was just one webpage with one game. It was a 2d platformer, and each level only took up one screen, no sidescrolling. The background was like looping images, rather than pixels or game art. Some of the collectables were just invisible points on the screen, and they'd pop up like images of writing on lined pages. I think there were only like 10 or so levels, maybe fewer. It was a very surreal feeling game. I think one of the backgrounds was a looping image of tv static.

If anyone happens to know the name of that game, I'd be very grateful.

Subreddit: tipofmyjoystick

Upvotes: 8.0, Comments: 7.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/w67mv6/pcearly\_2000s\_flash\_game\_platformer\_music\_has\_a/

9 Quotations:

## icon 293:1 ¶ 1 in tipofmyjoystick\_w67mv6.txt

Codes:

● Purpose of post: Game search

Content:

Title: [PC][Early 2000's]

## icon 293:2 ¶ 1 in tipofmyjoystick\_w67mv6.txt

Codes:

● Game metadata: Game genre

Content:

s] flash game platformer,

## icon 293:3 ¶ 1 in tipofmyjoystick\_w67mv6.txt

Codes:

● Design: Reference to sound design

Content:

, music has a guy who says "the atomic bomb" in a radio announcer voice

## icon 293:4 ¶ 3 in tipofmyjoystick\_w67mv6.txt

Codes:

● Game metadata: Website / location

Content:

stumbleupon, s

## icon 293:5 ¶ 3 in tipofmyjoystick\_w67mv6.txt

Codes:

● Game metadata: Game genre

Content:

It was a 2d platformer

## icon 293:6 ¶ 3 in tipofmyjoystick\_w67mv6.txt

Codes:

● Design: Background imagery  ● In-game narrative / structure: Game mechanics

Content:

each level only took up one screen, no sidescrolling. The background was like looping images, rather than pixels or game art.

## icon 293:7 ¶ 3 in tipofmyjoystick\_w67mv6.txt

Codes:

● In-game narrative / structure: Game context

Content:

Some of the collectables were just invisible points on the screen, and they'd pop up like images of writing on lined pages

## icon 293:8 ¶ 3 in tipofmyjoystick\_w67mv6.txt

Codes:

● Game metadata: Game theme

Content:

It was a very surreal feeling game

## icon 293:9 ¶ 3 in tipofmyjoystick\_w67mv6.txt

Codes:

● Design: Background imagery

Content:

I think one of the backgrounds was a looping image of tv static.

# icon 294 tipofmyjoystick\_wojssd.txt

Content:

Title: [Flash][2007-2011roughly] flash game I vaguely remember

Body:

i remember a flash game that i played long ago as a kid that I kinda wanted to replay,

I remember odd bits of it, I think there was maybe a blond guy in it, but mostly I remember is this (what I presume to be an opera singer) who wakes up in a room on one of those love seats, I know you could leave the room to a hallway with a stairway to the left and a painting between the door to the room you started in and the stairway, it might have been a portrait but I'm not sure, I think you could go on the stage but I'm not sure, and I think the lady had vague flashbacks of something, she wore a long dress maybe purple or dark red in color and her hair was done up

pretty sure it was an adventure/puzzle/escape game, can't remember the site tho, it was third-person kinda top down but angled a lil

Subreddit: tipofmyjoystick

Upvotes: 3.0, Comments: 0.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/wojssd/flash20072011roughly\_flash\_game\_i\_vaguely\_remember/

8 Quotations:

## icon 294:1 ¶ 1 in tipofmyjoystick\_wojssd.txt

Codes:

● Purpose of post: Game search

Content:

Title: [Flash][2007-2011roughly] flash game I vaguely remember

## icon 294:2 ¶ 5 in tipofmyjoystick\_wojssd.txt

Codes:

● Experience and preservation: Nostalgia

Content:

i remember a flash game that i played long ago as a kid that I kinda wanted to replay,

## icon 294:3 ¶ 7 in tipofmyjoystick\_wojssd.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

I think there was maybe a blond guy in it, but mostly I remember is this (what I presume to be an opera singer)

## icon 294:4 ¶ 7 in tipofmyjoystick\_wojssd.txt

Codes:

● Design: Background imagery

Content:

who wakes up in a room on one of those love seats,

## icon 294:5 ¶ 7 in tipofmyjoystick\_wojssd.txt

Codes:

● In-game narrative / structure: Game context

Content:

, I know you could leave the room to a hallway with a stairway to the left and a painting between the door to the room you started in and the stairway, it might have been a portrait but I'm not sure,

## icon 294:6 ¶ 7 in tipofmyjoystick\_wojssd.txt

Codes:

● In-game narrative / structure: Game context

Content:

I think you could go on the stage but I'm not sure, and I think the lady had vague flashbacks of something, she wore a long dress maybe purple or dark red in color and her hair was done up

## icon 294:7 ¶ 9 in tipofmyjoystick\_wojssd.txt

Codes:

● Game metadata: Game genre

Content:

pretty sure it was an adventure/puzzle/escape game

## icon 294:8 ¶ 9 in tipofmyjoystick\_wojssd.txt

Codes:

○ Design: Perspective  ● Game metadata: Game genre

Content:

it was third-person kinda top down but angled a lil

# icon 295 tipofmyjoystick\_xz7xm0.txt

Content:

Title: [PC][2000's][Flash Game] Rescuing a king that was kidnapped by a panda...

Body: [deleted]

Subreddit: tipofmyjoystick

Upvotes: 3.0, Comments: 0.0

URL: nan

1 Quotations:

## icon 295:1 ¶ 1 – 7 in tipofmyjoystick\_xz7xm0.txt

Codes:

● Purpose of post: Not relevant / broken post

Content:

Title: [PC][2000's][Flash Game] Rescuing a king that was kidnapped by a panda...

Body: [deleted]

Subreddit: tipofmyjoystick

Upvotes: 3.0, Comments: 0.0

URL: nan

# icon 296 tipofmyjoystick\_yoh9i8.txt

Content:

Title: [PC][2009ish][Orange and purple circular aliens flash game]

Body: \*\*Platform(s):\*\* PC

\*\*Genre:\*\* Survival? Maybe Escape?

\*\*Estimated year of release:\*\* Circa 2009

\*\*Graphics/art style:\*\* simple

\*\*Notable characters:\*\* tiny little orange and purple dots

\*\*Notable gameplay mechanics:\*\*

\*\*Other details:\*\* possibly a miniclip game? I remember the end goal was to get your purple and orange dots onto a ship and get off the planet. I think it was a flash game so it may be long dead by now.

Subreddit: tipofmyjoystick

Upvotes: 3.0, Comments: 5.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/yoh9i8/pc2009ishorange\_and\_purple\_circular\_aliens\_flash/

7 Quotations:

## icon 296:1 ¶ 1 in tipofmyjoystick\_yoh9i8.txt

Codes:

● Purpose of post: Game search

Content:

Title: [PC][2009ish][Orange and purple circular aliens flash game]

## icon 296:2 ¶ 5 in tipofmyjoystick\_yoh9i8.txt

Codes:

● Game metadata: Game genre

Content:

Survival? Maybe Escape?

## icon 296:3 ¶ 7 in tipofmyjoystick\_yoh9i8.txt

Codes:

● Game metadata: Release date / last played

Content:

ase:\*\* Circa 2009

## icon 296:4 ¶ 9 in tipofmyjoystick\_yoh9i8.txt

Codes:

● Design: Graphics style

Content:

\*\*Graphics/art style:\*\* simple

## icon 296:5 ¶ 11 in tipofmyjoystick\_yoh9i8.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

\*\*Notable characters:\*\* tiny little orange and purple dots

## icon 296:6 ¶ 15 in tipofmyjoystick\_yoh9i8.txt

Codes:

● Game metadata: Website / location

Content:

possibly a miniclip game?

## icon 296:7 ¶ 15 in tipofmyjoystick\_yoh9i8.txt

Codes:

● In-game narrative / structure: Game goal

Content:

I remember the end goal was to get your purple and orange dots onto a ship and get off the planet

# icon 297 tipofmyjoystick\_yryi6s.txt

Content:

Title: [PC] [2010’s] Flash game where you are I think a girl who leashes more and more birds to fly and find her sheep friend who flew up into the clouds via balloons.

Body: You would buy upgrades to be able to catch bigger and better birds. Also, I would say the genre is adventure.

Subreddit: tipofmyjoystick

Upvotes: 6.0, Comments: 3.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/yryi6s/pc\_2010s\_flash\_game\_where\_you\_are\_i\_think\_a\_girl/

6 Quotations:

## icon 297:1 ¶ 1 in tipofmyjoystick\_yryi6s.txt

Codes:

● Purpose of post: Game search

Content:

Title: [PC] [2010’s] Flash game where you are I think a girl who leashes more and more birds to fly and find her sheep friend who flew up into the clouds via balloons.

## icon 297:2 ¶ 1 in tipofmyjoystick\_yryi6s.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

I think a girl who

## icon 297:3 ¶ 1 in tipofmyjoystick\_yryi6s.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

find her sheep friend

## icon 297:4 ¶ 1 in tipofmyjoystick\_yryi6s.txt

Codes:

● In-game narrative / structure: Game context

Content:

find her sheep friend who flew up into the clouds via balloons.

## icon 297:5 ¶ 3 in tipofmyjoystick\_yryi6s.txt

Codes:

● In-game narrative / structure: Game progression

Content:

: You would buy upgrades to be able to catch bigger and better birds

## icon 297:6 ¶ 3 in tipofmyjoystick\_yryi6s.txt

Codes:

● Game metadata: Game genre

Content:

Also, I would say the genre is adventure.

# icon 298 tipofmyjoystick\_zi9zzv.txt

Content:

Title: [Flash Game][Mid 2000s] A management game with a sci fi theme that takes place on a space station.

Body: Platform: Online Flash game

Genre: Management, Sci-fi, 2d top-down

Estimated year of release: 2005-2012

Graphics/art style: 2d, hand drawn, sleek, almost star-trek-like, but at the same time cartoony

Notable characters: The closest thing I remember to characters are spaceships that line up outside your space station to buy things. The tutorial might have been characterized.

Notable gameplay mechanics: Reminiscent of Factorio as well as other flash management games, you buy machines at a space station which make products or ingredients for products that are sold to customers who line up out front, including things like "software updates" Each day you make money to upgrade or buy new machines. After a while you could buy more floor space.

I found this game on Flashpoint at least once, and stupidly trusted myself to remember what it was called. Like most of the games there, I doubt it's tagged very well.

Subreddit: tipofmyjoystick

Upvotes: 7.0, Comments: 2.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/zi9zzv/flash\_gamemid\_2000s\_a\_management\_game\_with\_a\_sci/

8 Quotations:

## icon 298:1 ¶ 1 in tipofmyjoystick\_zi9zzv.txt

Codes:

● Purpose of post: Game search

Content:

Title: [Flash Game][Mid 2000s] A management game with a sci fi theme that takes place on a space station.

## icon 298:2 ¶ 4 in tipofmyjoystick\_zi9zzv.txt

Codes:

○ Design: Perspective  ● Game metadata: Game genre

Content:

Management, Sci-fi, 2d top-down

## icon 298:3 ¶ 6 in tipofmyjoystick\_zi9zzv.txt

Codes:

● Game metadata: Release date / last played

Content:

Estimated year of release: 2005-2012

## icon 298:4 ¶ 7 in tipofmyjoystick\_zi9zzv.txt

Codes:

● Design: Graphics style

Content:

2d, hand drawn, sleek, almost star-trek-like, but at the same time cartoony

## icon 298:5 ¶ 8 in tipofmyjoystick\_zi9zzv.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

The closest thing I remember to characters are spaceships that line up outside your space station to buy things. The tutorial might have been characterized.

## icon 298:6 ¶ 10 in tipofmyjoystick\_zi9zzv.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

Notable gameplay mechanics: Reminiscent of Factorio as well as other flash management games, you buy machines at a space station which make products or ingredients for products that are sold to customers who line up out front, including things like "software updates" Each day you make money to upgrade or buy new machines. After a while you could buy more floor space.

## icon 298:7 ¶ 10 in tipofmyjoystick\_zi9zzv.txt

Codes:

● In-game narrative / structure: Game progression

Content:

Each day you make money to upgrade or buy new machines. After a while you could buy more floor space.

## icon 298:8 ¶ 12 in tipofmyjoystick\_zi9zzv.txt

Codes:

● Game metadata: Website / location

Content:

I found this game on Flashpoint at least once,

# icon 299 tipofmyjoystick\_zvet3l.txt

Content:

Title: [PC][flash game / browser game][around 2010 to 2016] a game where you are running through the woods

Body:

\*\*Platform(s): browser\*\*

\*\*Genre: you kind of just run so I'm not sure\*\*

\*\*Estimated year of release: anywhere from 2010 to 2016 i think\*\*

\*\*Graphics/art style: it looked like it was just made of lines or like it was sketched with pencil\*\*

\*\*Notable characters: the only characters i can remember is the one you play as and there might have been one that you follow.\*\*

\*\*Notable gameplay mechanics: you just keep running forward\*\*

\*\*Other details: i used to play this all the time on my computer when i was little. you sort of just run in one direction through a forest from what i remember. it looked like the art style was sketched with a pencil or made out of lines. i tried everywhere else i could think of but cannot for the life of me remember the name of it. i hope this subreddit can find it. sorry there isn't much else i can remember about the game\*\*

Subreddit: tipofmyjoystick

Upvotes: 3.0, Comments: 5.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/zvet3l/pcflash\_game\_browser\_gamearound\_2010\_to\_2016\_a/

8 Quotations:

## icon 299:1 ¶ 1 in tipofmyjoystick\_zvet3l.txt

Codes:

● Purpose of post: Game search

Content:

Title: [PC][flash game / browser game][around 2010 to 2016] a game where you are running through the woods

## icon 299:2 ¶ 7 in tipofmyjoystick\_zvet3l.txt

Codes:

● Game metadata: Game genre

Content:

you kind of just run

## icon 299:3 ¶ 9 in tipofmyjoystick\_zvet3l.txt

Codes:

● Game metadata: Release date / last played

Content:

nywhere from 2010 to 2016 i think

## icon 299:4 ¶ 11 in tipofmyjoystick\_zvet3l.txt

Codes:

● Design: Graphics style

Content:

: it looked like it was just made of lines or like it was sketched with pencil\*\*

## icon 299:5 ¶ 13 in tipofmyjoystick\_zvet3l.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

the only characters i can remember is the one you play as and there might have been one that you follow

## icon 299:6 ¶ 15 in tipofmyjoystick\_zvet3l.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

you just keep running forward

## icon 299:7 ¶ 17 in tipofmyjoystick\_zvet3l.txt

Codes:

● In-game narrative / structure: Game context

Content:

i used to play this all the time on my computer when i was little. you sort of just run in one direction through a forest from what i remember

## icon 299:8 ¶ 17 in tipofmyjoystick\_zvet3l.txt

Codes:

● Design: Graphics style

Content:

it looked like the art style was sketched with a pencil or made out of lines.

# icon 300 tipofmyjoystick\_zyg68m.txt

Content:

Title: [Web][Early 2010's] Point and click flash game where a kidnapped girl tries to escape the house of a serial killer.

Body: The game begins with you waking up in the killer's basement, and your friend's corpse is beside you. (I think you can click on it and the player character says poor (friend's name)... after you escape from the basement you emerge into a living room, and the game warns you when footsteps are approaching; you have to hide in the curtains or it's an immediate game over. The art style is cartoony.

There might have been an opening scene where you're playing with the murdered friend before being kidnapped.

Subreddit: tipofmyjoystick

Upvotes: 5.0, Comments: 7.0

URL: https://www.reddit.com/r/tipofmyjoystick/comments/zyg68m/webearly\_2010s\_point\_and\_click\_flash\_game\_where\_a/

6 Quotations:

## icon 300:1 ¶ 3 in tipofmyjoystick\_zyg68m.txt

Codes:

● Game metadata: Main charachter / other characters  ● In-game narrative / structure: Game context

Content:

The game begins with you waking up in the killer's basement, and your friend's corpse is beside you.

## icon 300:2 ¶ 3 in tipofmyjoystick\_zyg68m.txt

Codes:

● In-game narrative / structure: Game mechanics

Content:

(I think you can click on it and the player character says poor (friend's name).

## icon 300:3 ¶ 1 in tipofmyjoystick\_zyg68m.txt

Codes:

● Game metadata: Game theme  ● Purpose of post: Game search

Content:

Title: [Web][Early 2010's] Point and click flash game where a kidnapped girl tries to escape the house of a serial killer.

## icon 300:4 ¶ 1 in tipofmyjoystick\_zyg68m.txt

Codes:

● Game metadata: Game genre

Content:

Point and click flash game

## icon 300:5 ¶ 1 in tipofmyjoystick\_zyg68m.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

kidnapped girl

## icon 300:6 ¶ 1 in tipofmyjoystick\_zyg68m.txt

Codes:

● Game metadata: Main charachter / other characters

Content:

of a serial killer.