

Top-down, horde shooter survival game

Goal to survive as long as you can as zombie enemies swarm you

Multiple characters with different stats and weapons

Procedurally generated side-scroller platformer

Points awarded for how far you're able to go while the scrolling slowly speeds up

Procedurally generated so that every run feels and plays differently

Top-down collect-a-thon

Gates at sides of screen lead to new areas that equate to being on a cube

More enemies that hunt you down, can also traverse cube sides

Mini-game collection based on the 12 tasks of Hercules

Each minigame comes one after the other, after you finish one you can select it as many times as you want

Can range anywhere from a cleaning minigame (Augean Stables) to a small boss fight (Cerberus)

Shooter Arcade Game

Goal is to collect points by shooting various foods that appear on the screen, once you collect enough points you enter a sort of "free play" mode where you aim to get as high a score as possible

Shooting foods gets you varying numbers of points, but you instantly lose if you shoot something non-edible, like a clock, or a shoe