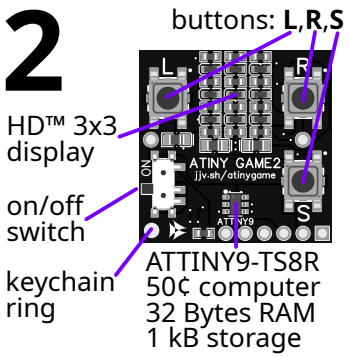
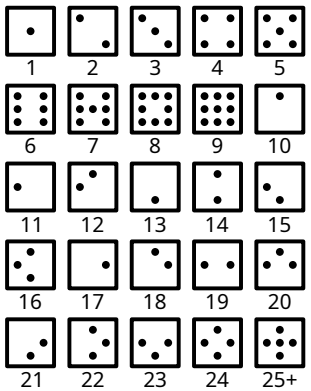
ATINY GAME2

A **T**iny **I**nexpensive **N**ugget for **Y**our **G**aming and **A**ll **M**anner of **E**ntertainment (version **2**)

jjv.sh/atinygame



Flip the switch on the left side to turn it on. Then press **L** & **R** to cycle through the menu of games and press **S** to start. After most games, it will show your score, and you can press **R** to replay or **L** to leave. Or you can always turn it off and on again to get back to the menu.

Game ⚀ – Stacker: Inspired by the arcade game, press **S** to stack the moving blocks when they line up with the ones below. Keep stacking as it gets faster until you run out of blocks!
Game ⚁ – Reaction Time: Wait for the light to come on, then press **S**.
Game ⚂ – Memory: Remember the sequence of flashing lights, then press the corresponding buttons in the same order. The sequence gets longer until you make a mistake!
Game ⚃ – Whack-A-Mole: 4 seconds to press as many buttons next to the lights as you can! Wrong presses subtract from your score.
Game ⚄ – Dice: Press **R** to roll a 6-sided dice.

Score Table