

KLIK AND PLAY PLATFORMS by Stan Patton and the FutureSoft crew

IKE'S QUEST

COLORS: 16
GAME SIMPLICITY: 3
WRITING SIMPLICITY: 6
CREATOR: Stan Patton
NOTES: Shift to jump, kinda fast.

LABYRINTHIUM

COLORS: 265
GAME SIMPLICITY: 8
WRITING SIMPLICITY: 7
CREATOR: Stan Patton and Stefan Stelzenmueller
NOTES: The rules are in the game.

TURRETS OF TARRH

COLORS: better--->256 or 16
GAME SIMPLICITY: 9
WRITING SIMPLICITY: 9
CREATOR: Chris Cooper and Stan Patton
NOTES: The game's set on Invincible Mode.

AMOEBA

COLORS: 256 or 16
GAME SIMPLICITY: 6
WRITING SIMPLICITY: 9
CREATOR : Stan Patton
NOTES: Rules - You can't run into walls. Cubes destroy the walls of their like color. You can't run into the green blobs you leave behind. If a green blob touches a magnet, it becomes a gray blob. "!" Blocks destroy all green blobs.

SPACEBOUND

COLORS: 256
GAME SIMPLICITY: 9
WRITING SIMPLICITY: 9
CREATOR: Stan Patton
NOTES: Like BreakOut, but with a really wacky ball!