Childrens Program

ASCIIPaint v1.0
by FloppyPawz
Draw pictures with text characters. Press a key and your drawing is made with that character. Choose from several drawing tools, including line, circle, rectangle and pencil. Print your drawings, or save them as text files.

Checkers v0.23
by Paul Kappler
Jump on this classic game of checkers. Challenge a friend or compete against the computer. Choose from red or black pieces and select one of six difficulty levels. Customize your games by adding or removing any piece you like — even kings! You can save any game and continue playing later.

Concentrate v2.0
by Tom White
Test your memory with this Concentration-style game. Click on two tiles and see if the pictures match. Try to match all the tiles on the board. Choose from three board sizes, ranging from 16 to 64 tiles. A timer records how long you play. Attempt to beat your best time or challenge a friend.

GoldPusher v1.3
by VreeWare
Eureka! This program mixes puzzles, strategy and action into a great game. You are a "gold pusher," a funny little man who must push a pot of gold onto a small rainbow. The puzzle is solved when you succeed. Gain bonus points as you progress through the game. Watch out – there are monsters who try to stop you and rocks that threaten to fall on you!

HeartQuest v0.8
by Ingemar Rangnmalm
You're a cute little butterfly collecting all the hearts on the screen in this charming game. Catch them all before your time runs out. Look out! Flying flypapers try to stop you. If one touches you, it holds you for few seconds, wasting precious time. There are also bonus items that give you extra points.

Re-Pete v2.1
by Trans-Tex Software
Test your ability to remember visual and auditory patterns. Memorize patterns of lights and sounds and repeat the sequence using your mouse or numeric keypad. Customize the number of buttons and speed.

Wild West Hangman

by Dust Devil Software
Yee hah! It's Hangman with a Wild West theme. Try to guess the letters of a secret word. If you guess wrong, a piece of the man is added to a picture. You must guess the word before the man is completed. Add or delete words from the word list.