

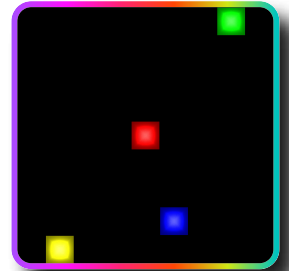
Games

ColorTap

Tap your fields faster than your opponents.

- One Color for each player.
- The player's colors appear in his section of the board.
- The player taps his colors as quickly as possible.
- After each successful tap, the tile disappears and a new one appears.
- Winner: The player who finishes first tapping all his tiles.

Player: 1 to 8



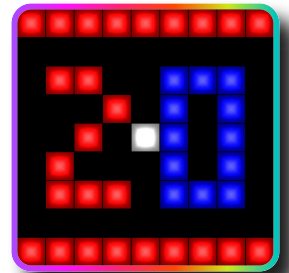
ColorTap

Tap your fields faster than your opponents.

- One Color for each player.
- The player's colors appear in his section of the board.
- The player taps his colors as quickly as possible.
- After each successful tap, the tile disappears and a new one appears.
- Round Winner: The player who finishes first tapping all his tiles.
- Overall Winner: Player who wins two rounds (BO3).

Best of 3

Player: 1 to 8



ColorTap

Within 30 seconds, tap as many tiles as possible. Beware: Time penalty on misses!

- Game starts after count down.
- A green tile appears on the playfield, with a timer bar below.
- Tap the green tiles as quickly as possible before the time runs out.
- After each successful tap, the tile disappears and a new one appears.
- Incorrect taps reduce remaining time.
- When time runs out, number of tapped tiles is shown.

Timer

Player: 1+



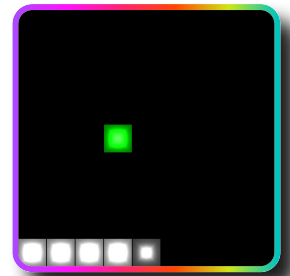
ColorTap

Levels

Tap the green tiles before time runs out.

Player: 1+

- The game shows the next stage.
- A green tile appears on the playfield, with a timer bar below.
- Tap the green tiles as quickly as possible before the time runs out.
- After each successful tap, the tile disappears and a new one appears.
- Incorrect taps reduce remaining time.
- Each stage gives you less time.
- If failed, the reached stage number is shown in rainbow colors.



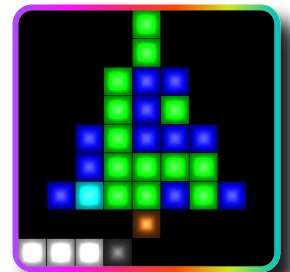
ColorTree

against Clock

Decorate the Christmas tree as shown before time runs out.

Player: 1+

- A variant of ColorTap using a Christmas tree as the playfield.
- Tapped tiles remain lit, so the goal is to decorate the tree as quickly as possible.
- The game shows the next stage.
- A turquoise tile appears on the tree with a timer below.
- Tap the turquoise tiles quickly before time runs out.
- After a successful tap, the tile turns blue and a new turquoise tile appears.
- Wrong taps subtract time.
- Each stage gives less time.
- If failed, the reached level is displayed in rainbow colors.



MoleTap

against Clock

Decorate the Christmas tree as shown before time runs out; patterns may change quickly.

Player: 1+

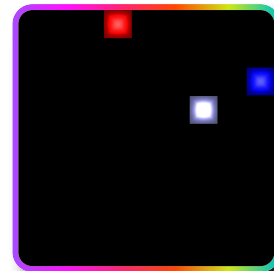


ColorSnipe

Tap your fields before time runs out; mistakes must be corrected.

- The game displays the playfield for each player.
- Then a tile in each player's color appears.
- Players tap their own colored tiles as quickly as possible.
- Tapping an unlit tile causes it to light up.
- The fastest player wins, and their color fills the board.
- Afterwards, each player's rank is shown as dice pips.

Player: 1 to 8

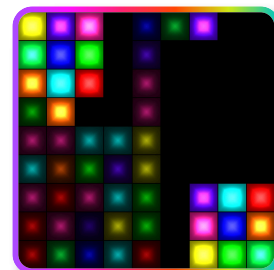


ColorCorner

Tap your assigned colors in your color corner faster than your opponents.

- The game shows each player's color corner and their color path.
- Players must clear their path tile by tile by tapping the currently blinking color tile.
- The first to finish their path wins.

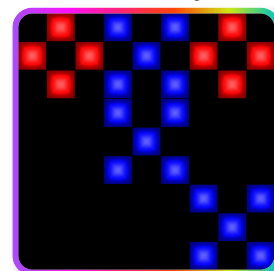
Player: 2 or 4



TicTacToe!

Be the first to place three tiles in a row—horizontal, vertical, or diagonal.

Player: 2

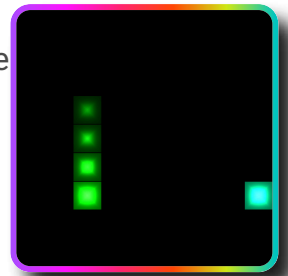


Snake

Control a constantly growing snake, collect colors, and avoid obstacles.

Player: 1

- A snake appears on the playfield, starting at length 1. Its color depends on the selected speed from slow blue to fast red.
- A rainbow-colored food tile appears, and the snake must reach it.
- The snake moves automatically based on the chosen speed.
- Tap any tile left or right from the snake's head to change its direction.
- Reaching the food extends the snake by one tile.
- The game ends if the snake hits its own body or the field boundary.

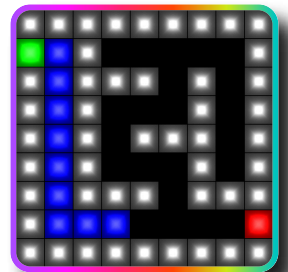


Labyrinth

Connect the entrance and exit of the labyrinth.

Player: 1+

- A labyrinth is generated. Its size can be 1, 3×3, or 5×5 boards.
- The goal is to connect the green tile to the red tile, located at opposite corners.
- Tap a tile next to the start tile to begin marking a path. Continue tapping adjacent tiles to extend the path.
- Path tiles are shown in blue.
- Tapping the last tile undoes it.
- If you reach the edge and the maze consists of multiple boards, the view shifts.
- Once the full path is completed, it blinks and you may explore neighboring boards.



4 in a Row

Be the first to place four tiles in a row, column, or diagonal.

Player: 2

- The playfield contains a blue-bordered bin that starts empty.
- Players take turns placing stones of their color.
- Stones fall from the top into the tapped column and stack at the bottom.
- The first player to place four stones in a row—horizontal, vertical, or diagonal—wins.



Recall

Reveal pairs of dominos with matching colors.

- The playfield consists of four rows of dominos, each two tiles tall.
- The bottom row shows the current player.
- At the start, all dominos appear in a checkerboard pattern.
- The bottom row then lights up in the next player's color.
- Tapping a non-lit tile reveals that domino.
- Tapping another reveals a second domino.
- Matching dominos are recolored in the player's color, and the player gets another turn.
- Non-matching dominos turn off again, and the next player plays.
- When all tiles are colored, the player with the most wins.

Player: 1 to 4

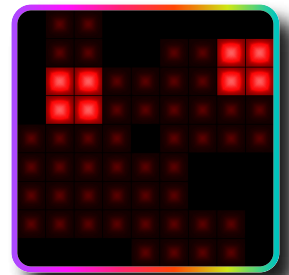


ColorPairs

Reveal pairs of equally colored squares.

- The playfield consists of 16 slightly staggered tiles.
- Unrevealed tiles pulse in the active player's color.
- At the start, all tiles appear in a checkerboard pattern.
- Unrevealed tiles glow in the next player's color.
- Tapping a pulsing tile reveals it.
- Tapping a second reveals another.
- If both share the same color, they are permanently recolored for that player.
- If they differ, both turn off again and the next player takes their turn.
- When all tiles are paired, the player with the most pairs wins.

Player: 1 to 2

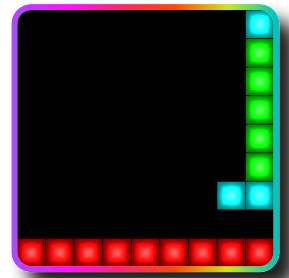


Gotcha!

Sink all of your opponent's ships.

- The playfield represents the ocean, and the bottom row indicates the active player.
- "BS" is displayed depending on the player count.
- Players place ships while others look away.
- A ship is placed by tapping a non-lit tile.
- Possible ship orientations blink from that tile.
- Unavailable orientations do not appear.
- Tapping a blinking tile places the ship; tapping anywhere else cancels.
- Each player places one size-2 ship, two size-3 ships, one size-4 ship, and one size-5 ship.
- Once both players finish placing, they take turns firing.
- Tapping a tile reveals blue for water, yellow for a hit.
- When a whole ship is destroyed, its tiles turn green.
- Sinking the last ship wins the game and causes all destroyed ships to blink.

Player: 2



3 and gone

Swap adjacent tiles to create rows of three or more matching colors and score as many points as possible.

- All tiles receive a random color.
- Tiles can be swapped by tapping them.
- Only adjacent swaps that result in a match are allowed.
- Rows of three or more matching tiles disappear.
- Tiles above fall down and new ones appear.
- Matching four creates a pulsating tile.
- Matching five creates a rainbow blinking tile.
- The bottom row shows the remaining time.
- Holding a tile in the bottom row shows the score.
- When time runs out, the game ends.
- The score is displayed using five colored columns representing digits.

Player: 1+

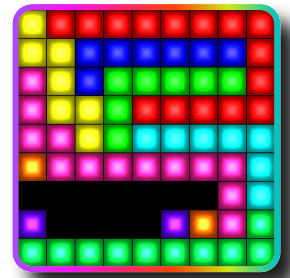


ColorConnect

Connect matching colors without crossing the paths.

- The playfield is generated with randomly placed colored endpoints.
- Each color appears exactly twice.
- Tapping a colored tile activates it.
- A path must be drawn to its matching tile.
- Each step must be adjacent to the previous tile.

Player: 1+



Painting Session

Paint the field however you like.

- A colorful smiley appears.
- Then the playfield turns completely off.
- Tapping any tile changes its color.
- Analog mode sets it to bright red.
- Random mode picks a random color.
- Palette mode cycles through red, blue, green, yellow, cyan, magenta, orange, violet, mint, white, and black.

Player: 1



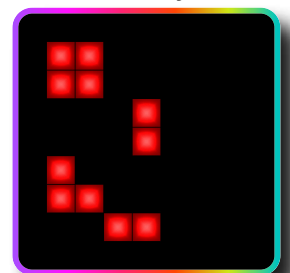
Repaint

Recreate the displayed pattern.

- In color mode, the game starts with half a colorful smiley.
- A random picture is shown.
- Pressing any tile hides the picture.
- The player must recreate the picture manually.
- On/off mode toggles tiles between lit and unlit.
- Color mode cycles through the full palette.
- To finish, hold any tile for 5 seconds.
- Wrong tiles appear red, correct tiles green.
- The original and recreated picture then alternate for comparison.

On/Off

Player: 1+

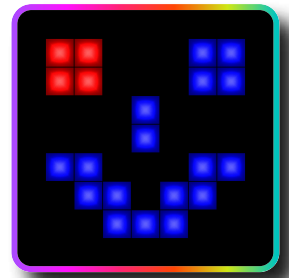


Repaint

Colors

Recreate the shown image.

Player: 1+

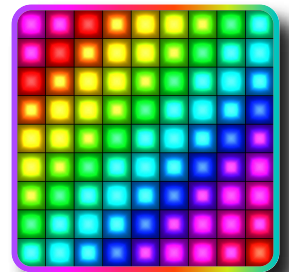


ColorFrenzy

Just sit back and watch.

Player: -

- A test animation is shown.
- Holding any tile turns off its light.
- 1/6: horizontal rainbow animation.
- 2/6: diagonal rainbow animation.
- 3/6: vertical rainbow animation.
- 4/6: rainbow moving toward the center.
- 5/6: dim white field.
- 6/6: bright red field.
- off: field unlit.

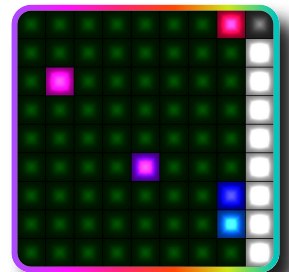


Top Hero

Colors fall from above; catch them at the bottom.

Player: 1 to 4

- Colors fall from above.
- Players must tap at the exact moment the colors reach the bottom.
- Too early or too late counts as a miss.
- Single-player: survive as long as possible.
- Every 25 catches increases speed and difficulty.
- Correct catches restore health; misses lower it.
- A health bar is shown on the right.
- If health reaches zero, the game ends.
- Multiplayer (2 or 4): players compete.
- First to catch 25 colors wins.
- Playfields flash before the match.
- After the match, the winner's field flashes first.

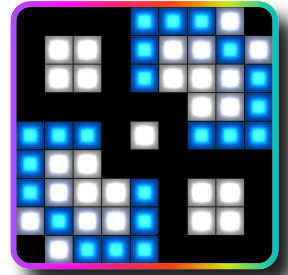


SlideShow

Just sit back and watch.

- A sequence of test images is displayed.
- Pressing any tile skips to the next image immediately.

Player:

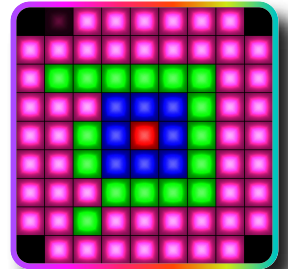


Amazed!

Slide rows and columns from the edge to restore the starting pattern.

- The starting pattern is shown and then scrambled.
- Players tap border tiles to slide rows or columns.
- The tile that falls out reappears on the tapped side.
- The game is won when the original pattern is restored.
- Fewer moves result in a better score.

Player: 1+

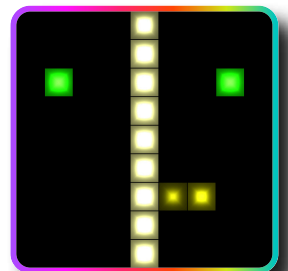


TeamTap

Tap the colors as simultaneously as possible before time runs out.

- Each player has their own playfield area.
- The same positions light up for all players.
- Players must tap as synchronously as possible before time runs out.

Player: 2, 4

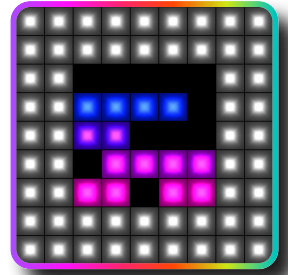


LightsOut

Turn all lights off (or all on).

- Three playfield sizes exist.
- Tiles start in random states.
- Tapping toggles the tile and its neighbors.
- You win by turning all lights on or off.
- A color animation is shown afterwards.

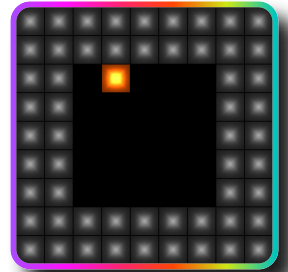
Player: 1+



Going on a Trip

Remember an ever-growing sequence of tiles and repeat it successfully.

Player: 1



TreeDecorating

Remember an ever-growing sequence of tiles on the Christmas tree and repeat it correctly.

Player: 1

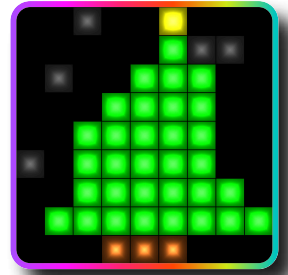


TreeStack

Build the tallest Christmas tree by stacking pieces at the right moment.

- The next tree layer moves left and right.
- Tapping stops the movement.
- Each new layer becomes smaller.
- If the stopped layer has no tree below it, it falls, and the next layer becomes smaller.
- Reaching the top lights the star in rainbow colors.

Player: 1

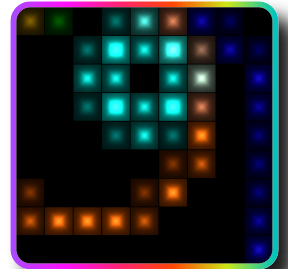


Rainy Ripples

Relax with gentle rain.

- Ripple animations emerge from the last pressed tiles.
- Rain randomly creates additional ripples.

Player: 1+



Wheel of Fortune

Spin the wheel of fortune.

- The wheel slows down continuously.
- Eventually it stops on a color.
- 12× green, 6× yellow, 3× cyan, 2× blue, 1× red.
- Press the start button or any tile to spin again.

Player: 1

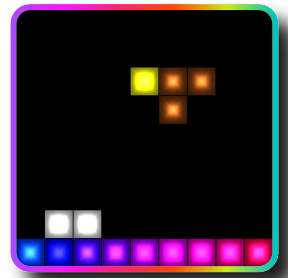


Parcours

Avoid obstacles by jumping for as long as you can.

- The character runs automatically.
- Speed increases continuously.
- Avoid touching obstacles.
- Tap any tile to jump.
- The current level is displayed periodically.
- The farther you run, the better your score.

Player: 1

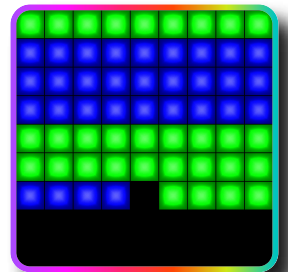


Trigger Hoppy

React faster than your opponent; best of 9 rounds wins.

- The field is divided into rows, one per round (9 total).
- Green vs blue players.
- A row lights yellow, then turns off.
- When it lights again in green/blue, players must react.
- The fastest press wins the round.
- Pressing too early loses instantly.
- Variant: players must hold their front button until reaction time.
- Whoever wins the most rounds wins the match.

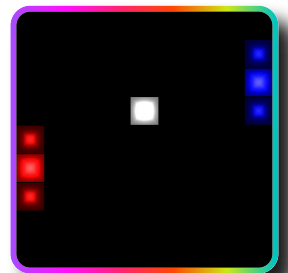
Player: 2



Pong

Play table tennis; the first to reach 5 points wins.

Player: 2

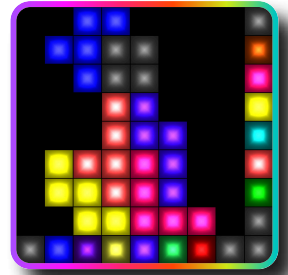


Pentomino

Fill the field with pentomino shapes.

- The field is either 8×8 with a 2×2 hole or 9×7 with a 1×3 hole.
- Twelve pentominoes must be placed.
- The palette shows all available pieces.
- The current piece pulses.
- Tapping moves the piece.
- Holding and tapping left/right rotates it.
- Holding and tapping up/down mirrors it.
- Pieces stay if they do not collide.
- White removes the active piece.
- The game ends when the entire area is filled.

Player: 1

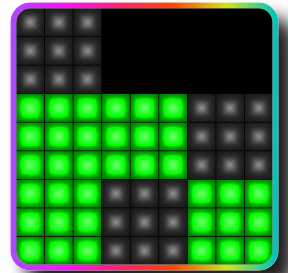


BlockMem

Memorize the sequence and tap the tiles in the correct order.

- The game starts with a short sequence of three tiles.
- The tiles light up one after another to show the order.
- The player taps the tiles in the exact same sequence.
- Tapping a wrong tile triggers an error indication and the sequence restarts.
- Each successfully completed stage adds one more tile to the sequence.
- After completing all nine tiles, a victory animation is shown and the game restarts.

Player: 1



ColorCombo

Shift blocks to merge colors and reach the next level.

- A 4×4 grid with a white border is used.
- Blocks slide in the pressed direction until they collide.
- Blocks of the same color merge into the next color.
- Merged blocks cannot merge again until the next move.
- After each valid move, a new block appears.
- The game starts with two blocks.
- Reaching the 10th color ends the game.
- The bottom row and right column display progress.

Player: 1

