EXHIBIT 8

- Home
Casualty-Lists
Flash
Indie
About
Forums

Things you'd rather do than expense reports:

GET NUNCHUCKED BY A NINJA

- ## Latest Flash Causalities

  - ✖

    Tetoris

    ✖

    Whack-Your-Boss

    ✖

    Amberial

    ✖

    Mirror's Edge 2D

- ## Latest Tops of the Casualty

  - ✖

    Top 6 Batman Games

    ✖

    The Most Annoying Video Game Characters Ever

    ✖

    Top 5 Indie Games October

    ✖

    Top 10 DC Games

    ✖

    Top 10 2D Arcade Beat Em Ups!

- ## Latest Indie Causalities

  - ✖

    TrackMania Nations Forever

Jets N' Guns

Jumpman

Gravity Bone

The Manipulator

Flash Game of the Day: Boomshine
By: Phoenix00017 | August 13th, 2008

The rules of Boomshine are simple: there are a number of balls bouncing around on the screen and you can detonate one small explosion at any time, anywhere on the screen. The goal is to set off a chain reaction that will hit a target number of balls off of that one explosion. Each level adds more bouncing balls and increases the target number to be hit. Think Missile Command (or more recently Every Extend) without any cities to defend.Boomshine is one of my favorite "I'm tense and need to chill out" games.

It's heavily based on luck and it can be very difficult, yet the smooth music, pretty graphics, and charming sound effects always manage to put me at peace. The game isn't going to suck away hours of your life, and it doesn't do much that other games haven't done, but it's a nice package that you'll enjoy and may find yourself going back to later just to try it again. Definitely check it out.

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