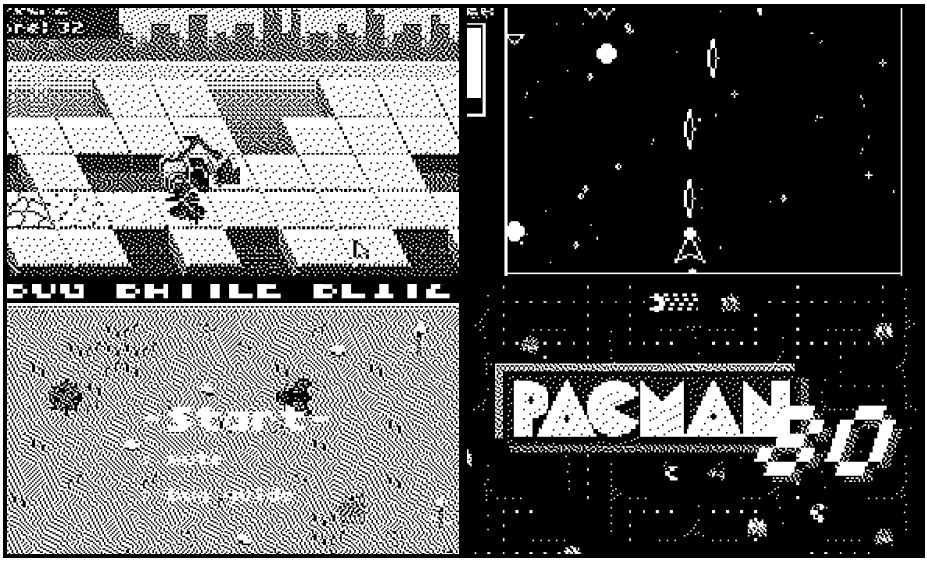
BOOMBOX

Giga Groovy Games: TIC-80 Free



TIC-80

Bridgebreaker

By Poodle Pilot

Vectral

By srb2er

Bug Battle

By Heckler Spirit

Giga Groovy Games

Giga Groovy Games was HOUDINI's arcade. We played indie games and wrote up the ones worth your time. Games coverage lives on HOUDINI Magazine now, and this zine collects the seven TIC-80 games from the arcade.

3 **Bridgebreaker** *By Poodle Pilot*

4 **Vectral** *By srb2er*

5 **Bug Battle** *By Heckler Spirit*

6 **Pac-80** *By Retropone*

7 **Balmung** *By petet*

8 **PitchFall** *By Addie Klingbeil*

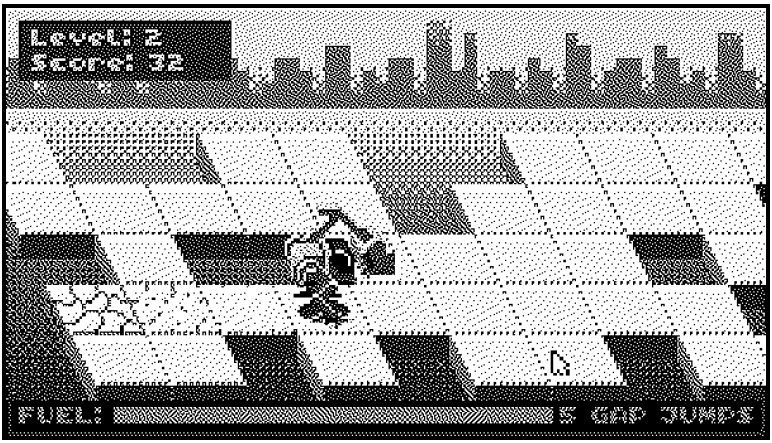
9 **Net.haxe** *By gee5plus1*

Point your phone's camera at the square code on any page to open the game. Each game has a number in a black box `1`, and its code carries the same number.

Bridgebreaker 1

By Poodle Pilot

Endless Runner



Holy smokes—this feels like a full-fledged Atari Lynx game. (What's an Atari Lynx? Is there an AVGN episode about that? Hmm...) A great puzzle game lives or dies by its formula, and this one's good. It's got that Cool Math Games vibe (if you know, you know). Ten levels will fly by, leaving you hungry for more, and the sprite work oozes charm. Oh, and fun fact: You can enable a CRT filter in TIC-80 by opening the menu with ESC—glorious.

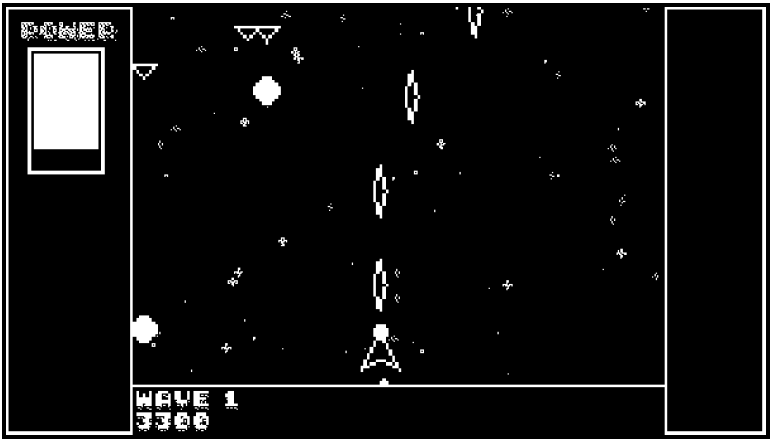
Play Bridgebreaker 1

Scan the code to find it on itch.io.

Vectral 2

By srb2er

Shmup



Relaxing, but not too relaxing—this is still a shmup, after all. Vectral leans into the TIC-80's limits with a stripped-down aesthetic: minimal colors, simple enemy designs, nothing wasted. The kind of lo-fi that feels intentional.

The backing track? Does work. Loops just right, pulling you in, keeping you there. You'll start zoning out, but don't get too comfortable—your power meter matters, and that hitbox? It's bigger than you think.

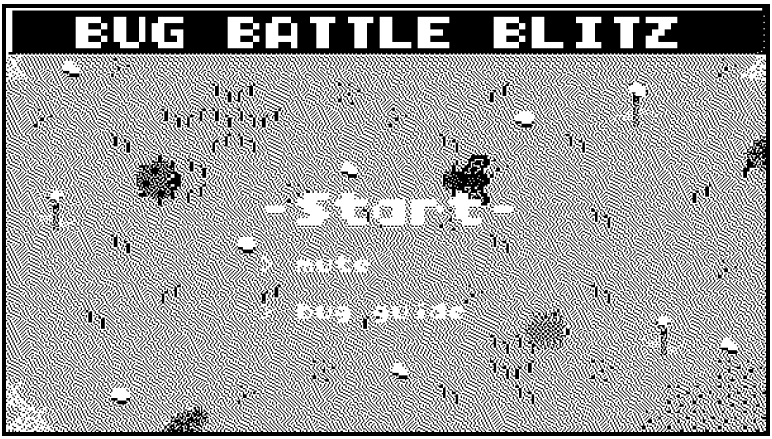
Play Vectral 2

Scan the code to find it on itch.io.

Bug Battle 3

By Heckler Spirit

Strategy



A bug battler. An auto bug battler. Bugs battling bugs, automatically. You get the idea.

Built for the TIC-80, so yeah—super crusty pixels, crunchy with a capital K. Comes with the territory. But don't let the jagged edges fool you—the gameplay loop? Solid. You got bugs. You got battles. You got bugs battling bugs automatically.

Plenty of creepy-crawly contenders, ranks to climb, power-ups to snag. Can be a bit buggy (ha), but hey, still in beta. Fingers crossed the dev keeps squashing the bad bugs while letting the good ones battle on

Play Bug Battle 3

Scan the code to find it on itch.io.

Pac-80 4

By Retropone

Arcade



Pac-80 takes it further with new maps, game modes, and nods to spin-offs like Miss Pac-Man and Pac-Attack. It's packed with content and feels like one of the most polished, official-like TIC-80 games out there.

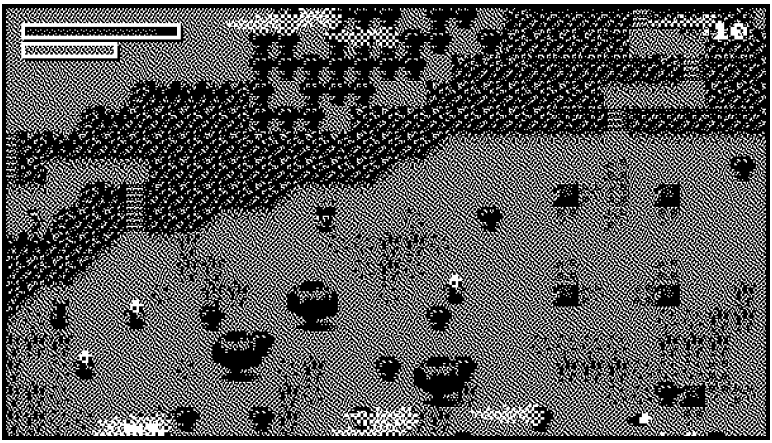
Play Pac-80 4

Scan the code to find it on the TIC-80 site.

Balmung 5

By petet

RPG



An open-world RPG on the TIC-80 that shouldn't even be possible, yet here it is. Zelda/Ys vibes, moody atmosphere, and a world begging to be explored. Kind of game you dive into for a quiet evening and get completely lost in.

Play Balmung 5

Scan the code to find it on the TIC-80 site.

PitchFall 6

By Addie Klingbeil

Rhythm



"Pitfall smashed into a two button rhythm game" I'm awful at rhythm games, so this one's for someone else, but it's still finding a home in the HOUDINI arcade.

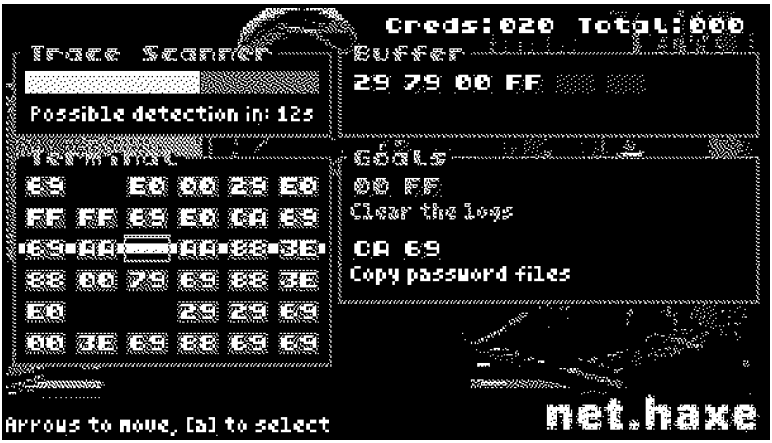
Play PitchFall 6

Scan the code to find it on the TIC-80 site.

Net.haxe 7

By gee5plus1

Puzzle



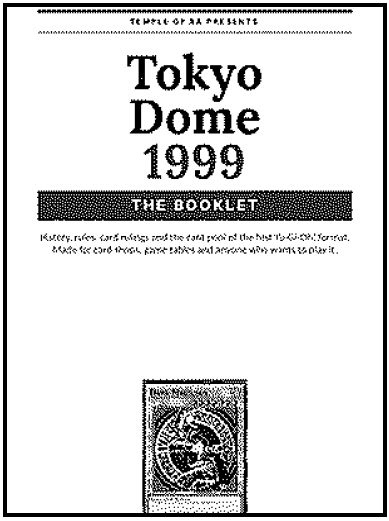
I've never played Cyberpunk 2077, but this takes one of its minigames and turns it into a full-fledged TIC-80 experience. It's a clever concept that works surprisingly well, making great use of the platform's computing limits.

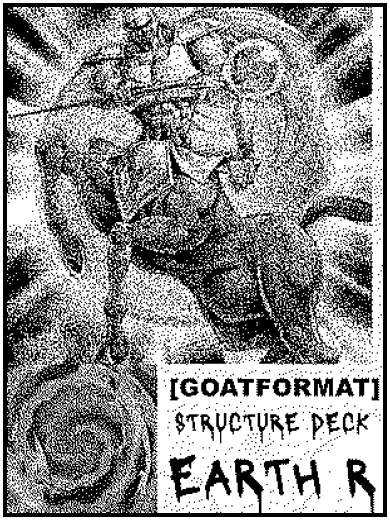
Play Net.haxe 7

Scan the code to find it on the TIC-80 site.

YU-GI-OH! THE OLD WAY

Temple of Ra





Temple of Ra covers Goat Format and Tokyo Dome 1999. Tokyo Dome 1999 was the first competitive format. Pick up rules, decks and free zines, or put Goat DS on your Nintendo DS.

Scan the code to enter the temple.

Temple of Ra is HOUDINI Magazine's Yu-Gi-Oh! site.

KEEP HOUDINI FREE

Readers pay for it. Nobody else does.

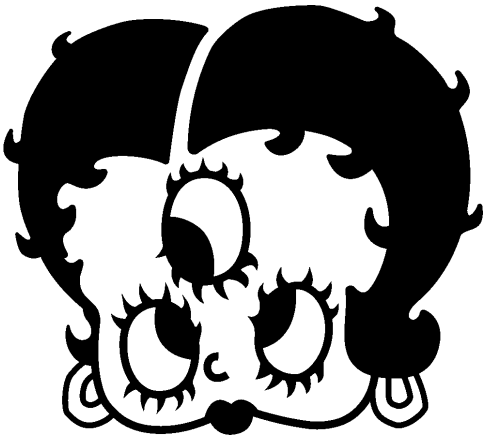
HOUDINI Magazine runs on donations from the people who read it. Members keep the lights on.

$3 a month	Read every article a week before it runs. Any paid software we make is yours too.
$7 a month	Draculas get into the Crimson Crypt on Discord.
Any amount	A one-time tip on Ko-fi. Any amount helps.

Become a member

Support me on Ko-fi

Members and donors keep every HOUDINI site free to read.



HOUDINI Magazine

Read HOUDINI online

Free to print, join the sneakernet.

HOUDINI is copyleft. Copy this zine, print it and pass it on.

Giga Groovy Games: TIC-80