

ATinyGame: A Tiny Inexpensive Nugget for Your Gaming and All Manner of Entertainment

For more info, visit: jv.sh/atinygame which redirects to <https://johan.vandegriff.net/ATinyGame/>

To start, insert the battery with the flat, smooth side with words (+ terminal) facing up. To remove the battery, squeeze the metal tab on the side to release it. To store the battery, put it in upside down.

Game Select Menu

The ATinyGame starts in a game select menu, where the current game number is shown on the screen, and you can press L and R to change to a different game. Once you have landed on the game you want, press S to select it.

Game 1 – The Stacker

The object of the game is to stack the moving blocks on top of the stable ones. When you press S, the moving blocks fall downwards. The blocks unsupported by the tower will disappear. If you failed to stack any blocks on top, the game will end and your score will be displayed.

Game 2 – Reaction Time

As soon as the light turns on, press S. The faster you press it, the higher your score will be.

Game 3 – Memory

In this game, a sequence of lights flashes, and you have to remember the sequence and press the buttons next to the lights in the same order. The sequence will get longer and longer until you mess up.

Game 4 – Whack-A-Mole

As soon as you start the game, a corner light lights up and you have to press the button next to it. You have 4 seconds to press as many buttons as you can. If you press the wrong button, your score decreases.

Game 5 (Bonus) – The Die

This is not really a game, it is just a simulation of a 6-sided die. Press R roll the die and L to leave and go back to the menu.

Scoring

When any game ends, the score will be shown according to the table below. From the score screen, press R to replay and L to leave and go back to the menu.

0	1	2	3	4	5	6	7	8	9						
10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25+

Credits

This game system was created by Johan Vandegriff. In 24 hours, I built, programmed, and tweaked the original prototype which had 2 buttons and 1 game. The next version was more playable with 3 more games and 2 more buttons, which were tacked on to the original. Then, I redesigned it to be as cheap as possible, using a 25 cent computer (ATTINY9) and only 3 buttons, which still worked for all the games. Since each copy only cost \$1, I ordered 100 copies.