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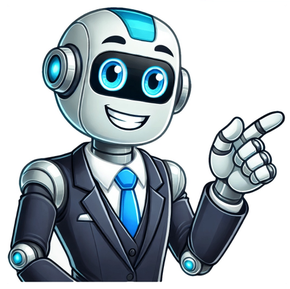

SWF is an Adobe Flash file format used for multimedia, vector graphics and ActionScript. Originating with FutureWave Software, then transferred to Macromedia, and then coming under the control of Adobe, SWF files can contain animations or applets of varying degrees of interactivity and function. They may also occur in programs, commonly browser games, using ActionScript. Epic Battle Fantasy 5, Lure: The King's Gold, Anti Terrorist Rush 2, The Grand Grimoire Chronicles Episode 1, Senya and Oscar: The Fearless Adventure, The Strange Disappearance of Eldon Crowe, Legendary Journey Idle, Press The Button, Night At The Laboratorium, Swords and Sandals 2: Emperor's Reign, ZS Dead Detective - Roving Eyes, Shorties's Kingdom 2, The Rise of the Legion, ZS Dead Detective - A Curse In Disguise, Krystine and the children in chains, Businessman Simulator 3, ZS Dead Detective - A Cat's Chance In Hell, Deathmatch Apocalypse, Forgotten Hill Memento: Playground, World's End Chapter 3, Revenge of The Kid, ZS Dead Detective - Brain Drain, Stick Fighter RPG, Nightmare Runner 2, Paper Knight Quest, ZS Dead Detective vs Nine Deaths Cat, Pretentious Game 5, Stick Figure Badminton 3, The King's League: Emblems, ZS Dead Detective - Walls Can Bleed, Pre-Civilization Marble Age, Cube Escape: The Cave, Bear in Super Action Adventure 3, Humanoid Space Race, Soda Dungeon Lite, Zombie Society - Dead Detective, Ricochet Kills: Siberia, Home Story: 1971, Loot Heroes: Clicker, Forgotten Hill: Surgery, Civilizations Wars 4: Monsters, Ships vs Monsters, State of Zombies 3, Jo & Momo: Forest Rush, Night At The Colosseum, Minions, Monsters, and Madness, Vintage Game Shop, Stacko Level Pack, Blackout - The Deal, Brave Shorties 2, Dangerous Adventure 2, Forgotten Hill: Puppeteer, Tap Adventure: Time Travel, Zombies vs Brains, What's inside the box?, Cube Escape: Theatre, Dungeon Screener, Another Pretentious Game, Hero Simulator: Idle Adventures, Super Boxotron 2000, Robots Continue Work Sequence, Tower of Destiny, Deterministic Dungeon, Bear in Super Action Adventure 2, Sieger 2 Level Pack, Raiders took my dog, Cube Escape: Birthday, Mutant Selection, Apocalyptic Tower, Deep Underground, Welcome to Winkletown, Alien Transporter, The Curse of the Mushroom King, Forgotten Hill: Fall, Super Battle City 2, Crest Breakout 2, War Heroes: France 1944, Zombie And Juliet, The Watchers' Chamber, Boxing Live - Round 2, Eggy's Death Chamber, The Adventures Of Mental Confusion - Jam 1: The Curse, StrikeForce Kitty League, David and Keithan -The Haunted Lighthouse, Command & Control: Spec Ops, Woodsman Strikes Back, Sum Points: Levels Pack, Hunter for Dismantlers, Businessman Simulator, Survivor: Mission D, Isolated Subject, Cube Escape: The Mill, Monster Frontier, Awesome Happy Heroes, Elemental Strike: Mirage Tower, Cube Escape: Case 23, How To Be A Gent, Momentum Missile Mayhem 2015, Rumble in the Soup, Cube Escape: Harvey's Box, Monstown. Unnatural selection, You're Grounded!, Nambers Level Pack, Slice the Box Level Pack, Death Arena Reality Show, Los Angeles Shark, Indefinite: Interrogation Game, StrikeForce Kitty Last Stand, Welcome Flashpoint Archive is a community effort to preserve games and animations from the web. Internet history and culture is important, and the web is evolving at such a rapid pace that what might be commonplace today could be obsolete tomorrow. This project is dedicated to preserving as many experiences from these platforms as possible, so that they aren't lost to time. Since December 2017, over 200,000 games and animations have been preserved across more than a hundred browser plugins and web technologies. In addition to our preservation efforts, we also provide a highly flexible software package for reliable navigation and playback of preserved content. Among the software that powers Flashpoint is a fully-featured launcher that acts as a frontend for the collection, a proxy that tricks games into thinking they're running on the live web, and a sandbox that allows for secure playback of plugin-enabled content - all of which are open-source software. The project was originally started by BlueMaxima in an attempt to outrun the disappearance of webgames prior to the death of Flash. It has since evolved into a major undertaking involving hundreds of community contributors from around the world, encompassing both games and animations created for numerous internet plugins, frameworks, and standards. Flashpoint Archive operates as non-profit with the goal of furthering efforts in the preservation and accessibility of games, animations and other digital interactive experiences from the web. If you wish to support us or find out more about how we're funded and where these funds are spent, please use the Donate button in the left sidebar or visit our Open Collective page. Search the Collection - Request Content for Archival View More View More ... ...