

unibet liga

The world has changed drastically since then, and now Flash games are a dying breed - not least because most modern browsers no longer support them. It's not been available on mobile for eight years since Android dropped it in its 4.1 release.

But not all hope is lost. Preservation efforts for Flash games are well underway, and web gaming platform Poki is significantly stepping up its own efforts by partnering with Nitrome, now a respected mobile studio, and adding 100 of the developer's old Flash titles to the platform.

To find out more about why it's preserving these games, we spoke with Poki co-founder Michiel van Amerongen and other members of the team - as well as Nitrome's Mat Annal - about the technical challenges of saving these games and why it's good business for everyone involved.

PocketGamer.biz: We last spoke with you around four years ago following the launch of Color Switch on your platform. How has Poki grown and changed over those four years?

Michiel van Amerongen: 2012 - 2024 was a challenging time for web games. The app stores had exploded, Flash was on its way out, but its successor HTML5 was still a niche game development technology.

It's a bit of a double-edged sword, but it has an absurdly low time-to-kill. Virtually no recoil; and a mobility stat.

It's closer to an SMG than an assault rifle. If you love hard-hitting rifle weapons, debut.