
FGC recommends: Challenges that will never be.

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One of the great things about doing the FGC is it gives me an excuse to try all kinds of good flash games. These days its real facinating because flash games and other free games run the gambit from real simple arcade type stuff to real complicated 90's-era console quality storylines and production values. Its amazing to me how complex some of these free game's physics systems are. Despite that, there are many great flash games that will never be challenges. Some games just are not fit to be competitions based off how our system works. Still, being that they are solid games I'd still like to share them with you so I will be starting a forum topic (in response to this post) that lists off all the cool in-eligible flash games out there so you can try them out sometime when you're waiting for me to launch another challenge or something. {mos_sb_discuss: 8}