TICK TOCK ISLE
http://www.squiddershins.com/games-html/Tick-Tock-Isle

OBJECTIVE
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In the year 20XX a confident, young horologist by the name of Strike is inadvertently transported into the past while attempting to repair a mysterious, abandoned clock tower. Endeavoring to return to the future, Strike must fix both the time machine and the island's dysfunctional family who are responsible for much of the clock's disrepair.

CONTROLS
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ARROWS to move.
DOWN for context actions and to attack during fantasy scenarios.
ENTER for the menu and to confirm selections.
1-5 to scale screen size. (200% is default)

CREDITS
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Art, Design, and Programming:
Jason Boyer (@jajitsu)

Writing and Design:
Ryan Pietz (flancrestenterprises.com)

Music and SFX:
Kevin Carville (@FranticPandaKev)

ADDITIONAL CREDIT INFORMATION
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Programming done in Multimedia Fusion 2