

A MAZE. / Berlin

2017

Open Screens

Wednesday
6pm - 9pm

Buoy Racers



<http://playable.show>

Two teams, a ball pool, barcode zappers and inflatable fruit! Need I say more?

A nautical-themed party game played with pool inflatables. Move hungry sailors around a maze, memorise sequences to zap, and rummage through the balls to find sunken objects!

Alistair Aitcheson is the creator of The Incredible Playable Show, a digitally-infused comedy show where the audience become the buttons. Open Screens attendees will have the chance to explore and workshop the latest addition to the show.

RK3000



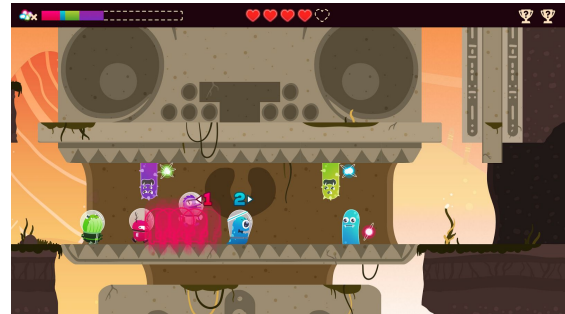
<https://primaerfunktion.itch.io/rk3000>

RK3000 is a Megazord and Godzilla inspired 3D action game about being a huge robot destroying a colorful and stylized city together with up to four players.

You punch buildings stomp tanks and shoot your friends butts with one of the picked up extensions like a dual wield machinegun or build your own cities in the editor.

I have shown this game two years ago at an A Maze open screen already, but I'm still working on it. The game's in a much better shape now and I'd like to use show it again.

Joggernauts



<https://spacemace.itch.io/joggernauts>

A cooperative switching games about trying NOT to kill your friends. Press three buttons and scream colors at your friends. You've got this.

MicroWaves



<https://vimeo.com/208025920>

Collection of 4 player local multiplayer minigames

Lingotopia



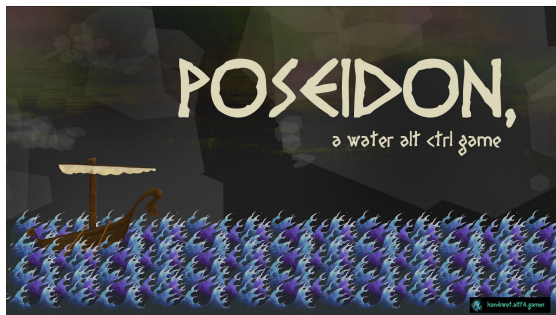
<https://tristandahl.itch.io/lingotopia>

A language learning game where you play a girl lost in a strange and fantastical city.

Wednesday

9pm to 1am

Poseidon Alt Ctrl



<http://handswet.altf4.games/>

Poseidon is an Alt Ctrl Game you incarnate Poseidon and have to help a hero's boat to cross the seas. Use your super powers and translate every move you make with real water to in game water movement. Avoid the enemies and the obstacles and reach the longest distance you can!

Living Orb



<http://livingorb.io/>

Living Orb is a tangible game console, with which you can easily create your own enlightened games. Play by rotating it in your hands. The screen is its surface, composed of leds all around. Games are shared on Internet and can be downloaded to the device. Both hardware and software are open-source, so everybody can construct their own.

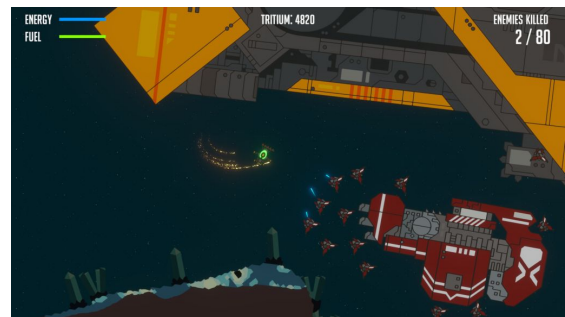
All Walls Must Fall



<http://www.allwallsmustfall.com/>

All Walls Must Fall is a tech-noir spy thriller set in Berlin 2089 where the Cold War never ended. A game in the isometric action tactics genre, you command secret agents using time travel, social stealth and combat. Prevent nuclear annihilation. Bring down the Wall. Love, kill, and remix reality to explore the meaning of freedom in a parable reflecting upon current global issues in the mirror of a fantastic future past.

Nimbatus - Space Drone Constructor



<http://www.nimbatus.ch/>

Nimbatus - The Space Drone Constructor is a procedurally generated action simulation game. Build space drones out of hundreds of different parts and explore a fully destructible galaxy. On your journey you will face deadly challenges on exotic planets and research groundbreaking new technology.

Stray



<https://peperbol.itch.io/stray>

Stray is an audio visual experience where you walktrough landscapes.

Thursday

6pm - 9pm

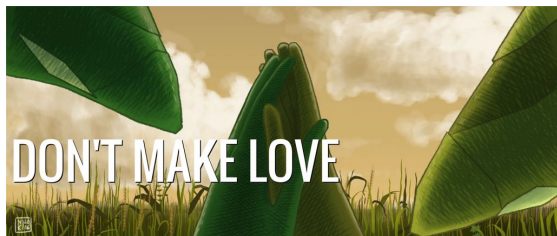
Hyperspace Dogfights



<http://www.hyperspacedogfights.com>

Fly the best jet in the galaxy and demilitarize planets by blowing up their entire combined armed forces, in front of a never-ending nova sunset. Featuring juicy omni-directional 2d combat; over 80 actives, passive and weapons to find and a large variety of enemies as well as screenfilling bosses.

Don't Make Love



<http://www.maggese-games.com/game/don-t-make-love>

Don't Make Love is a PC game about a conversation of a praying mantis couple. Constantly torn between their mutual love and the instinct to have sex with its terrible consequences - the possible death of the male mantis -, they are now on the verge of making a decision. The player will be able to assume the role of either of the two lovers with the goal to keep their relationship in balance. Breaking up, staying together or having sex are all possible outcomes.

Bubble



<http://tripletopping.com>

A 2D precision platformer for mobile where time stops while you aim your jump.

Cosmic Express



<https://cosmicexpressgame.com/>

Cosmic Express is a puzzle game about planning the train route for the world's most awkward space colony.

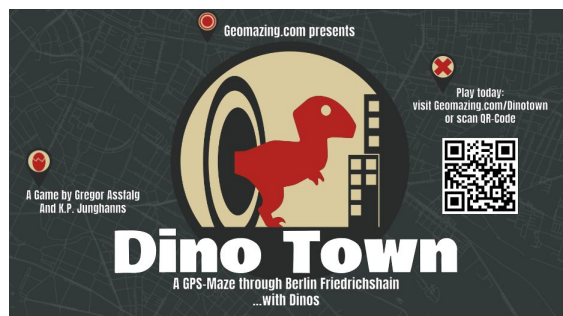
MarZ Rising



<http://marzrising.com>

MarZ Rising is a tactical base defense game, in which the fight against the undead decides about life on Mars. Real Time Strategy meets Tower Defense. Build your martian base and defend it from the evil.

Geomazing Dino Town



<https://geomazing.com/dinotown>

A GPS-Maze through Berlin Friedrichshain...with Dinos.

Thursday
9pm to 1am

Fail Quiz



<http://failquiz.com>

We combine the worldwide success of fail and epic videos with an entertaining gaming experience. In our webbased quiz 'EPIC or FAIL?' the user needs to guess the end of a funny YouTube clip.

El Tunche



<https://twitter.com/leapgamestudios>

A rogue-like beat'em up game set in the Amazon rainforest with hand-drawn animations.

Meryll wants a Cookie



<http://www.lostagain.nl>

In this isometric point&click you play a 5-year old girl who wants to get a cookie. How? By exploring (and abusing) the many many different ways of achieving your goals.

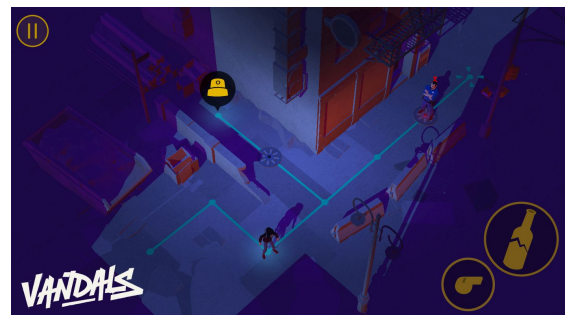
Overseas: Tlön



<https://award.amaze-berlin.de/games/overseas-tlon>

Overseas: Tlön is going to be a part of the Overseas project – an interactive journey through a collection of digital landscapes, which are joined together by a common navigational level and aesthetic characteristics: 3D graphics, environmental storytelling, diegetic sound, and wide use of glitches and random generation. The game tries to show the fleetingness of a moment, which cannot be captured without being destroyed.

Vandals



www.facebook.com/VandalsGame

Vandals is a turn based tactical stealth game about the Street art's History

Planet Elysia TD



<http://madhatsassembly.com/>

Planet Elysia TD is an upcoming tower defense game with RPG Elements for iOS and Android. Build towers and use your heroes to defend against alien waves.

Friday

4pm - 7pm

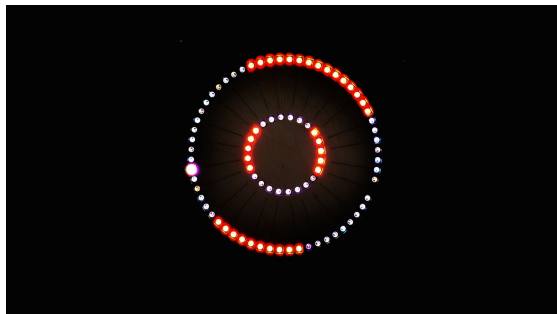
Monster Garden / Zack Wood



<https://wzackw.itch.io/monster-garden>

Befriend strange monsters as you explore the surreal magic of the monster garden and discover its secrets!

RotoRing



<https://www.facebook.com/RotoRing>

RotoRing is circular puzzle-platformer with clicky knobs and pretty lights

Bury me, my Love



<http://www.burymemylove.com>

Bury me, my Love tells the story of Nour, a Syrian girl who leaves to Europe, and Majd, her husband, who can't come with her. It's a game about love happiness, and waiting all night for your phone to ring hoping nobody dies. It's inspired by Lifeline and WhatsApp, and adapted from a true story.

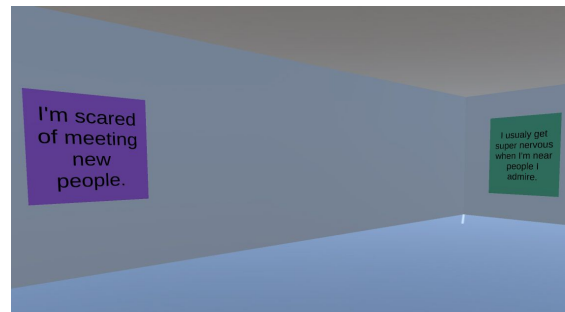
Imagine Earth - Planetary Colonization



<http://imagineearth.info>

Imagine Earth is a real-time world simulation and a build up strategy game. Your job as a space colony manager is to explore and populate distant planets. Build up thriving and profitable colonies on a global scale and trade harvested resources and produced goods into space. Get ready to deal with threats like asteroid strikes, twisters, wild fires, volcanos and rising sea levels. Fend off space raiders and alien investors. Coexist and trade with natives, merchants and hostile colonies.

Museum Of Anxiety



<https://twitter.com/grifdail>

The museum of anxiety is a virtual museum of people's anxiety. However, to enter the museum, each visitor must make a donation to the museum by confessing something that gives them anxiety, something they're afraid of or something that makes them nervous.

Friday

9pm to 1am

Planetoid Pioneers



<http://store.steampowered.com/app/300260/>

Planetoid Pioneers is a game of crafting, survival, and exploration with a rich community of player-contributors made possible by Data Realms' unprecedented approach to collaborative game design and production.

What we ALSO have is awesome local couch multiplayer modes where you can race each other and shoot the crap out of each other in space-arenas!

29



<http://humblegrove.com>

29 is a semi auto-biographical magical realist game, about two characters preparing to move out of their flat after graduating. This acts as the first chapter to "No Longer Home", which will be released episodically.

The demo we'd like to show is a particular section of the game where you sit down with some friends and play a video game together. Guiding a character through a mysterious forest that shifts and changes around her as she tries to find a new place to stay.

Colorful Darkness



<http://colorfuldarknessgame.com/>

A 2D adventure RPG with a challenging computer hacking gameplay.

Vintage Story



<https://www.vintagelstory.at>

Vintage Story is a carefully crafted 3d sandbox voxel game that offers a wide range of tools and graphical effects for creatively building with virtual blocks. It aims to become the new standard of voxel games, as we, a small dedicated team, further expand it with story elements, more creation tools and survival elements.

Orthographic Experience

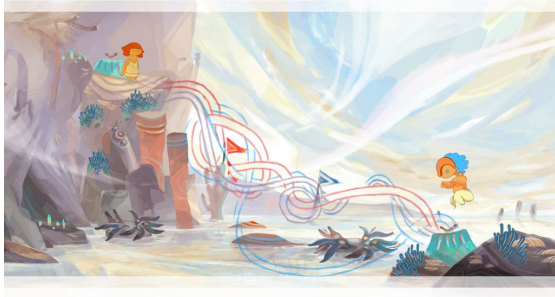


<https://supr.itch.io/orthoexp>

A small demo using orthographic camera as an art technique.

Saturday
12am - 7pm

Shrug Island - The Meeting



<http://shrugisland.com/>

Shrug Island is a hand-drawn musical adventure game about hope in the mysterious shape-shifting world of the Shrug. Switch and combine two special beings as they reveal a story of nature magic and complex relations. Explore the changing Island with a group of friends seeking to find their places in an unpredictable family, and the seasonal reawakening of a powerful dream.

The Meeting, is Shrug Island's first chapter in beta, for upcoming release.

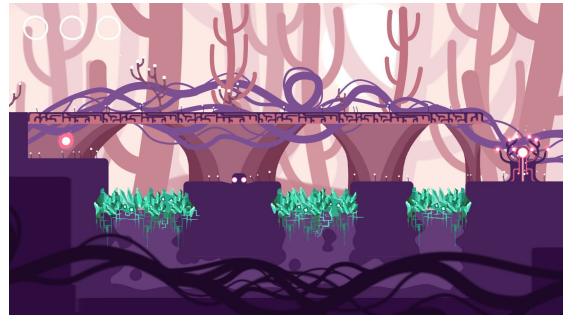
Shock Fighter



<http://shockfighter.sutee.ch>

Shock Fighter is a fighting game for one player which uses physical pain as a game element. The player must beat up their opponents to succeed in the game, but in doing so they will feel the pain they caused to opponents in the form painful electric shocks. The experimental game is designed for exhibitions and festivals. It questions the motivation to play games: will the the player tolerate the pain as an inescapable element, enhance their immersion, or will they even find it pleasurable?

Semblance



<http://semblance-game.com/>

Semblance is a 'playdough platformer' where the platforms are deformable, and the world is a beautiful minimalist vista.

Zoetrope Underworld



<http://www.twitter.com/unusualcadence>

Weird ASCII twin-stick shooter that packs all the goodness of a 1993 FPS in to an 8 colour underground adventure.

Isometric Epilepsy



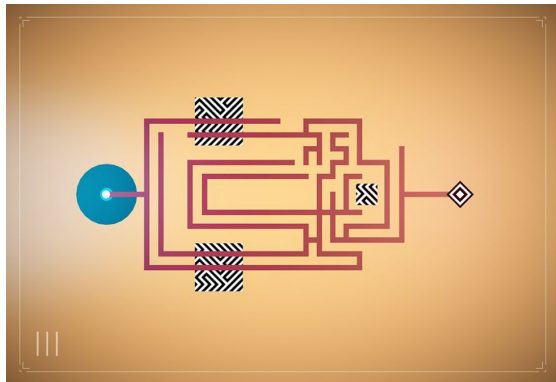
<http://isometricepilepsy.com/>

Isometric Epilepsy is a rhythm based 3d platformer with an isometric view. It is a collection of short and difficult levels in which the players have to overcome obstacles to reach the exit and unlock other levels.

The game world is constantly changing on beat. The players have to memorize patterns and solve the environmental riddles while following the beat of the music.

Saturday
7pm - 2am

Mizmaze

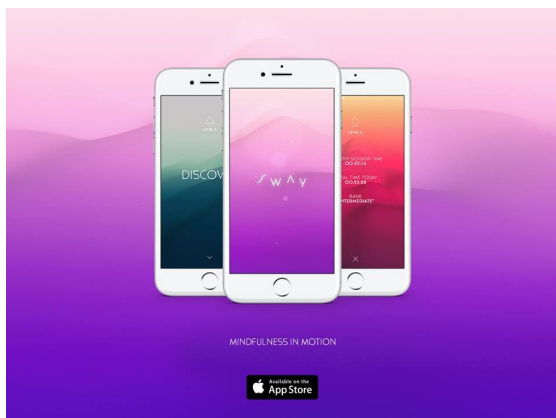


<http://mizmazegame.com>

Mizmaze is a fast-paced escaping game about dexterity and instinct. Race against a mysterious entity in devious mazes, shrouded by geometric art. Escape through Mizmaze and rush into this adventure inspired by the Minotaur's myth and ancient labyrinths!

NB: Mizmaze is also about to be published on desktops. The idea is to show the desktop version, maybe alongside a mobile version on a tablet.

Sway and the Bear



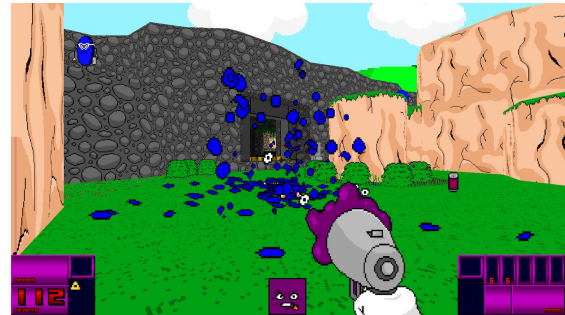
<http://www.pauseable.com/sway/>

Sway is an interactive meditation experience. It normally uses your phone to track movement and provides feedback to help you gain focus and improve your attention. For Amaze you can sway with a teddybear instead of your phone. Hold the bear gently, sway with it and relax together.

More info about the teddy controller here:

<http://www.malenaklaus.de/portfolio/teddycontroller/>

The Adventures of Square



<http://adventuresofsquare.com>

Cartoonish First-Person Shooter made in the ZDoom Engine

Majotori



<http://www.majoriatio.com/majotori>

Majotori is a narrative trivia game; a quiz with a story in which your knowledge makes wishes come true and your ignorance ruins lives.