



A MAZE. / Johannesburg 2016

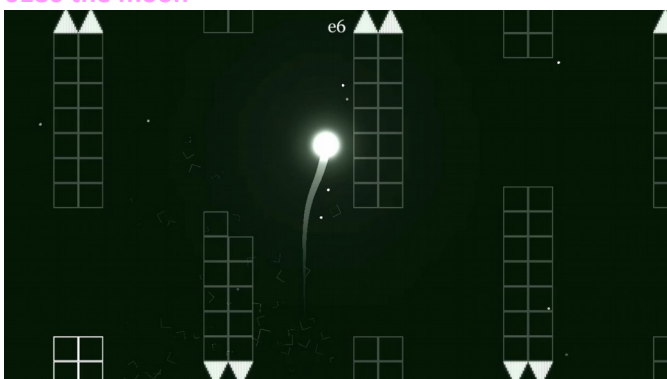
The only game which is connect both of TV and Wii U game-pad screen. Player can jump from TV to game-pad, and vice versa.

1979 Revolution: Black Friday

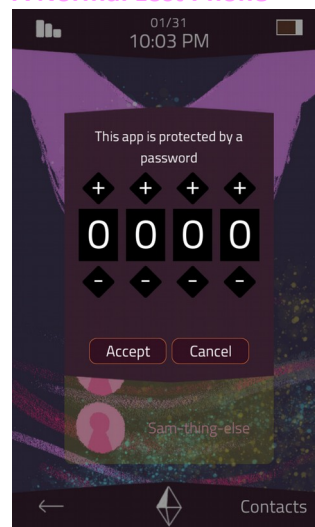


1979 Revolution: Black Friday is a choice driven, narrative game that brings players into the brooding world of a nation on the verge of collapse. Play as Reza, an aspiring photojournalist, and make life and death decisions as you survive the gritty streets of Iran in the late 1970's.

6180 the moon



A Normal Lost Phone



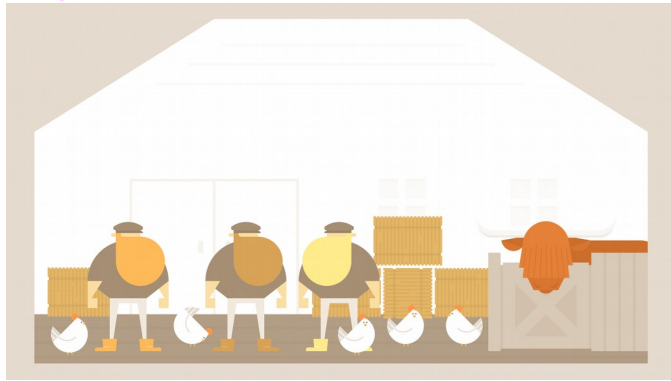
A Normal Lost Phone is a game where you've just found someone's phone. To find out what happened to the owner, you'll be able to search through the lost phone and all of its applications. It can be a treasure hunt or a complete invasion of privacy... depending on your point of view! The project is influenced by titles such as Her Story and Gone Home for their narrative puzzle elements, and Life is Strange for its thematic universe. The storyline touches on topics including youth, coming of age, homophobia, depression and the pursuit of self-identity.

Antariksha Sanchar :: Transmissions in Space



Antariksha Sanchar is a speculative science fiction adventure based on the vibrant cultures of South India. A point and click adventure, the game follows the life of a young Srinivasa Ramanujan, the renowned early twentieth century mathematician, and pushes the boundaries of cultural reference into the realm of the fantastical.

Burly Men at Sea



Burly Men at Sea is a folktale about a trio of large, bearded fishermen who step away from the ordinary to seek adventure. Set in early 20th-century Scandinavia, the game's story branches through discovery in a series of encounters with creatures from folklore. You play as storyteller and wayfinder, shaping the narrative around the characters through interaction with their environment. Gameplay also centers around the use of storybook-style vignettes, which are dragged to direct character movement and to uncover—or sometimes create—a path forward.

Cho-Am



Visit the cremation site of Pol Pot as a sleepwalker. Interpret the world your character is inhabiting by their gestures and brief glimpses inside their head. This game does not have an ending until you decide to leave. Game time is connected to the current real time in Cambodia. The real life cremation site

of Pol Pot in Cho-Am* is a place of contradictory spiritual and political significance. As a "good-luck" shrine, offerings are continuously left by visitors who hope to have assistance in their prayers from a main architect of the Cambodian auto-genocide. One of these visitors, a Thai businessman, constructed a hand-made spirit house at the site as thanks for Pol Pot appearing in a dream to him and giving him winning lottery numbers. This is a way of dealing with the memory and presence of someone responsible for pain and destruction that is outside of the realm of forgiveness and punishment. The site itself, across from a casino in a small town on the border with Thailand, in the region of Anlong Veng (a previous base of the Khmer Rouge), has very little aside from a tin roof covering a mound of dirt where Pol Pot's ashes used to be, a burn bin, a couple of spirit houses, and a hut near the entrance where a guard (the wife of a former Khmer Rouge general) sits and takes admission payment. It is an otherwise empty area with a powerful history. Much of the experience of the site takes place in one's head.

Closer



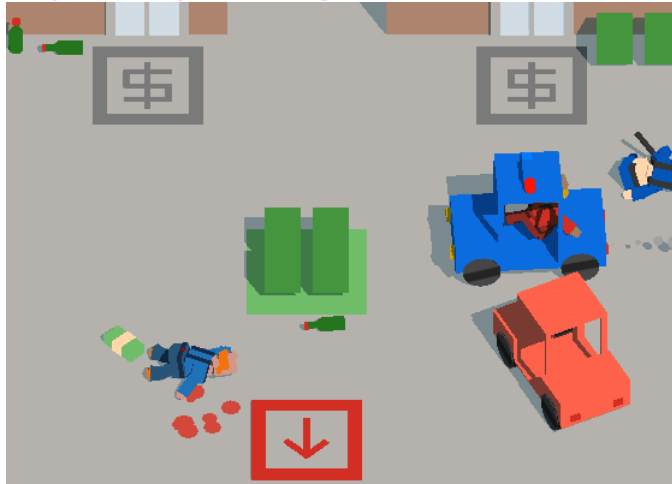
Closer is an interactive game exploring proximity, intimacy, and how we move together. Closer is played cooperatively, it is a game for two people.

Cosmic Top Secret



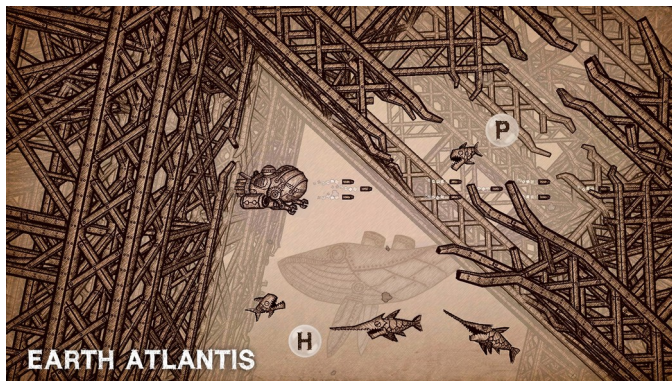
Cosmic Top Secret is an autobiographical documentary game about T. The game follows her journey to uncover the truth about her parents' work with Danish Intelligence during the Cold War. What was it that they did? And how could T not have known? Surreal elements, emotional connections, and history come together to form a complex gaming experience.

Desperate Stupid Scumbags



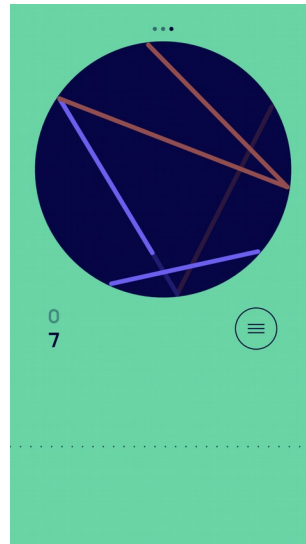
A grand heist at a farmers market. An illegal ATM withdrawal by the city tire pile. An act of vandalism against parking meters. A drunken hit and run over a policeman. Drink deep from the bottle, and repeat.

Earth Atlantis



Earth Atlantis is an "Open-World" retro-style side-scrolling shooter with an original "Monster-Hunting" gameplay. The game is presented in a very unique and artistic "old sketching" visual style. We want to achieve the look of an "old explorer sketchbook" to express the essence of the 14 century's ocean exploration when the sea was considered a dangerous place and full of monsters. Game Trailer
<https://youtu.be/CFDcxJC1jyA>
<http://steamcommunity.com/sharedfiles/filedetails/?id=657127081>

enzo



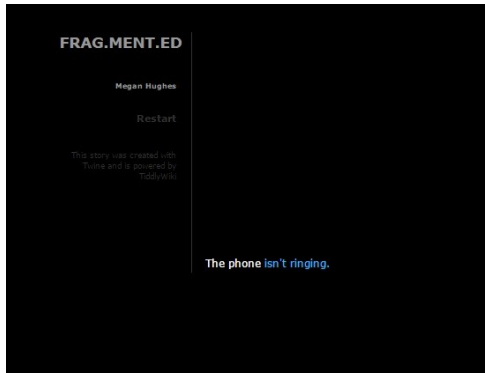
Enzo is an approachable, curious and challenging toy that puts players in control of a beam of light as it reflects off the inner walls of an ominous disc. I think the draw of enzo is a combination of initial curiosity ("how does it work? what do I do?") with problem solving ("how can I keep this thing going? what is the formula?") and a mesmerizing visual/aesthetic reward.

Flat heroes



Flat Heroes is a minimalistic, super intense action game featuring squares for 1 to 4 players. The design has been focused on creating a simple but delightful control that allows the players to move around the scenario in a super fluid way to beat all the challenging scenarios that its cooperative mode offers. The game also features four completely different versus modes for players to compete against each other or against the AI, each mode highlighting a different set of skills. Finally, Flat Heroes' graphic style is based on the latest graphic design trend, keeping a simple but direct aesthetic and polishing all the animations and transitions to create an eye candy experience.

FRAG.MENT.ED



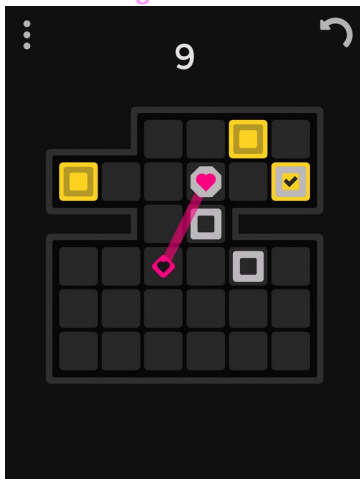
A short Twine experience that puts players in the mind of someone experiences a Schizophrenic break from reality. The idea is to allow people to better understand these kinds of people - understand what they're going through, rather than be afraid of them. The more understanding we are, the better we can empathise and help.

Hamman Fighter



Hamman Fighter is a hilarious parody of Street Fighter games featuring Tunisian mothers rather than burly men and scantily clad women

Heart Strings



Move your heart, make connections with others, and solve some fiendishly difficult puzzles. Pretty much an analogy for life, but with less admin. Will you pull at those heart strings?

I Love Potatoes



I Love Potatoes is an adventure game for 7 to 77 year olds that deals with social innovation and sustainable economy issues in a slightly absurd, funny and quirky manner. Available for the Web, tablets and mobiles (IOS and Android), this playful journey will teach the steps of social innovation to people of all ages. Download this game whose narrative is designed to plant new ideas and harvest some change.

La discipline du rectangle



"La discipline du rectangle" is a game about constraints for one player/performer. The player is seen by a camera and his image is fed back to the screen, surrounded by a rectangle. By moving and resizing this rectangle and forbidding to cross its boundaries, the game forces the player into constrained positions. Moreover, the player's movements are constrained on a line drawn on the floor, which means he can't use depth to appear smaller or taller in the image. Any game is a coercive system, as it dictates boundaries and rules into which a player can act. By drawing a visual boundary for the player's body, this experience puts a light on this property of game systems.

Long Distance Caller



Wander through a strange and musical park, listen to the sky, hear the falling leaves

Liyla and the shadows of war



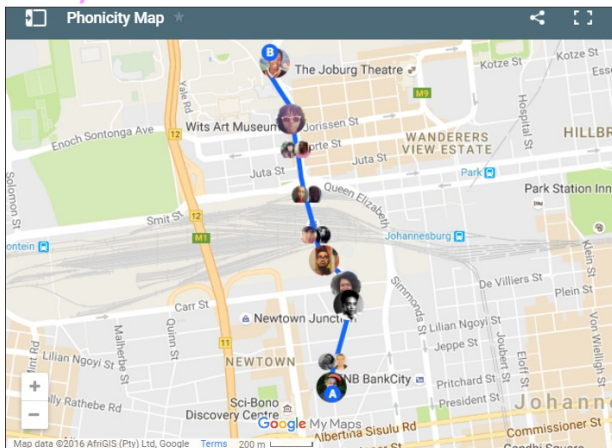
A game based on actual events tells a story of a little girl lives in a war zone

Orchids to Dusk



A short networked wandering experience about an astronaut stranded on an alien planet, with only a few minutes left to live.

Phonicity



PHONICITY is a virtual-reality-audio-documentary, 10 conversations with young Africans, recorded with binaural sound in Johannesburg, May 2016. Listen while following the route from the South African Reserve Bank, across Nelson Mandela Bridge, up Jan Smuts Avenue to the steps of the University of Witwatersrand, or experience the journey on headphones from anywhere in the world.

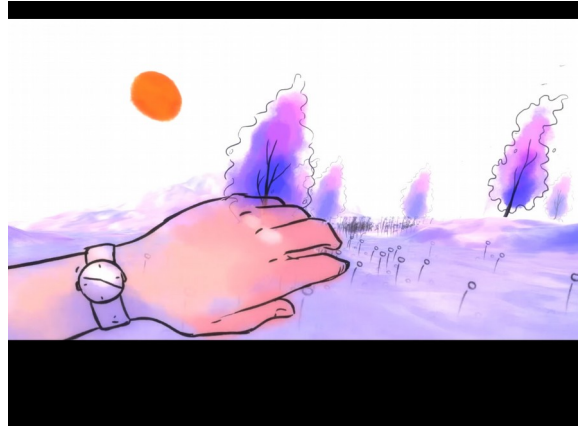
Created by Jenna Bass with the assistance of The Bag Factory, Johannesburg and Kooshk Residency, Tehran.

REVISIONS



REVISIONS is an autobiographical series of vignettes with a metafictional twist.

Sacramento



Sacramento is a game about capturing fleeting memories before they fade. You'll wander through an ephemeral and uncanny landscape, flashback of moments I gathered on sketchbooks over the years.

Drift aimlessly across time & space, enjoy the quiet while it lasts as life will soon resume its course.

Semblance



Semblance is a puzzle platformer where you mould the world. In a world made out of soft jelly material, and soft jelly people, one squashy being needs to get things done.

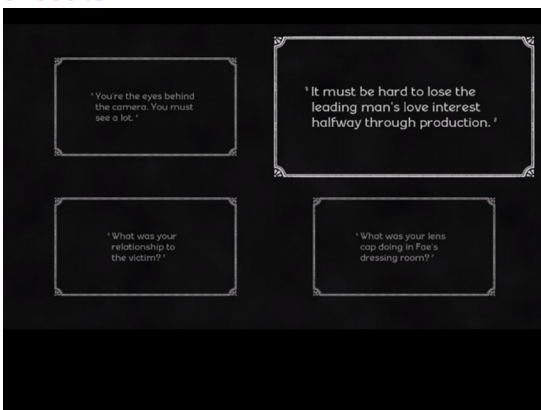
Mould and deform the world in order to solve puzzles as you move throughout a strange world

Shattered Realms



A 1-4 Player local co-op brawler that uses the combat mechanics of modern fighting games. Players start with a base set of moves, and purchase more from the Shadow Merchants as the run progresses. Players are rewarded for keeping it stylish, by varying the moves they use, they increases drops and enhances their attacks.

Shoot to Kill



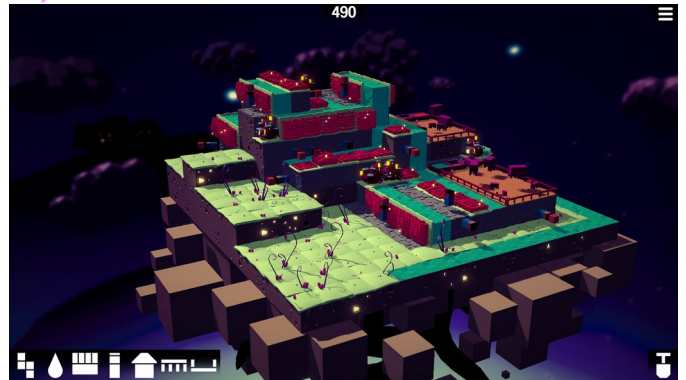
Shoot to Kill is a 'pixel noir' adventure game exploring the relationship between film and video games with a 16-bit, 16mm take on early Hollywood cinema

Skadonk Showdown



Multiplayer taxi racing in South Africa - was shown at the popup arcades last year but I'm hoping for it to make the main festival.

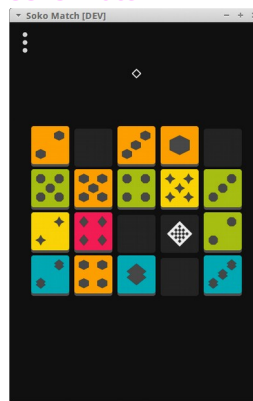
Sky Farm



Sky Farm is a management game about constructing farms on a floating island; and then optimizing your design to produce the highest possible farming output!

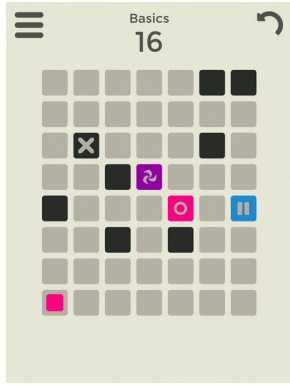
It was made in three days for Isolation Jam 2016 at the Kollafoss game residency in Iceland.

Soko Match



Shift the tiles around and match them up. Soko Match is a cross between Sokoban and a Match-3 game. You can match 3 or more tiles in a row or column with the same color or number. Can you get to 15 matches?

Streamline



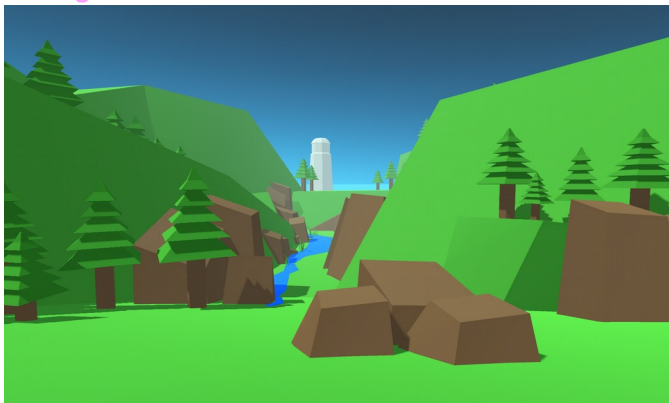
Grow your line to reach the goal in Streamline. The hand-crafted puzzles contain a variety of unique interesting mechanics, and range from easy to fiendishly difficult. These should keep you busy for a while, but if you manage to finish them all, there is also an infinite mode with procedurally-generated puzzles.

Super Wolfenstein HD



Defeat the Nazi scourge using only a gun, a pile of knives, and your understanding of physics.

The Lighthouse



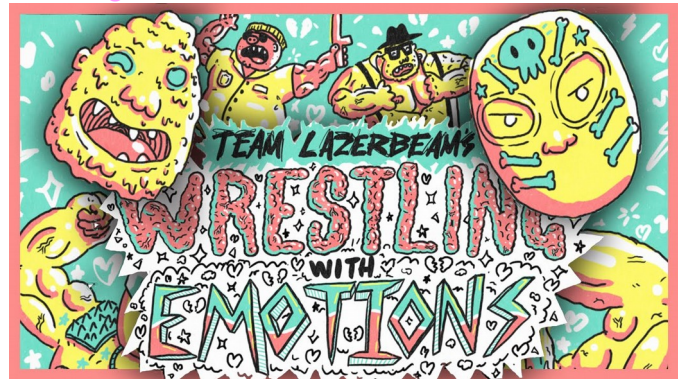
Is a game ever finished? How would you know?

Waiting in the Sky



"Waiting in the Sky" is about reliving a moment of your childhood. Travelling in the backseat of a car, while you imagine you're using constellations to draw whatever you imagine. A small experience to relax and lose yourself for a few minutes.

Wrestling With Emotions: Ultimate Edition

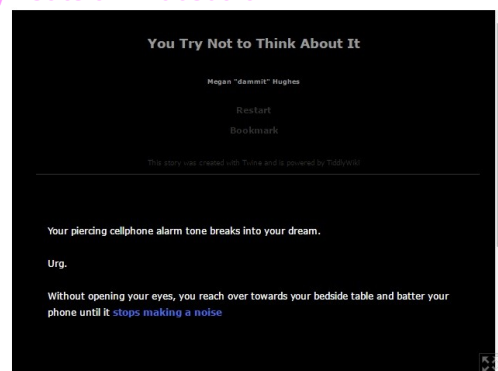


Wrestling With Emotions is a cute, quirky, wrestling-themed, dating simulator. Take on the role of a lonely young wrestler, create your persona and speed date your way through 8 hunks in your quest for the perfect match.

With the basic WWE released online in June 2016, we're currently working on an upcoming "Ultimate Edition" which we hope to debut publicly at A MAZE Johannesburg, should our submission be successful.

The expanded edition will include totally new wrestlers, randomised dialogue options for players and NPCs, a revised match-making system and a whole new third act. The new ending will include player fanfare, interactive wrestling and unique finishing moves.

You try not to think about it



Twine interactive story about life as a woman - the things that one might not realise weigh on the minds of women in normal day to day life.

z7am



z7am is an endless runner game for mobile devices that takes inspiration from the traffic jam of Casablanca city in a crazy and funny spirit. You drive car such as a red taxi or a big bus with the goal to reach the highest distance while avoiding other obstacles and city traps. Also, you have to collect coins on the way to buy plenty of crazy cars available in the garage.

Student Games. /

You Must Be 18 or Older to Enter



'You Must be 18 or Older to Enter' recreates the feeling and situation of being a prepubescent kid looking at porn for the first time. Through interactive fiction elements combined with ASCII styled art, 'You Must be 18 or Older to Enter' blurs several genres together to create an anxious experience. It is akin to horror, yet the fear is of being caught by parents and being embarrassed of looking at the human body. The ASCII art makes the images hard to read close up, making the player embody a child-like role. Audiences at farther distances will be able to see the pictures more clearly, casting them in the role of adults. This game pushes the boundaries of storytelling, casting the player in the roll of a adolescent not only through narrative but through shared anxiety and paranoia with their character while exploring the website

in the game. It's just a game, and the art isn't porn, yet it's just as nerve-racking.

Shake Yer Dix



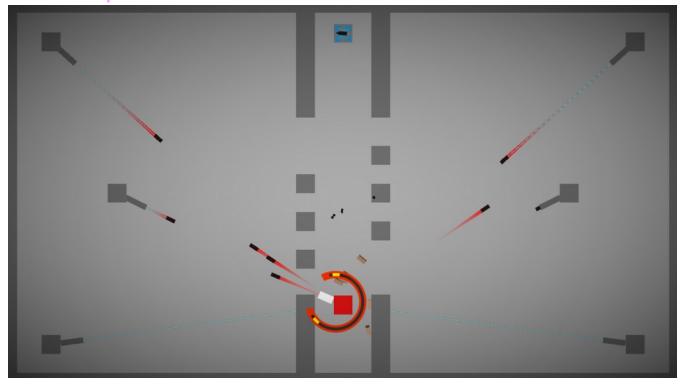
Shake yer Dix is a sort-of music-video-game hybrid featuring the song of the same name by Peaches. There is not really a goal or right way of playing it, you just dance and shake with the bodies that are generated on the screen until the music is over, and in that sense it's a lot about the performance and controls of playing. It also has some weird and beautiful bodies, that's what I love most about it. And while there might be a lot of silliness and genital-physics at first sight, on another level it is also much more about body-positivity and queerness.

SHTR



A first person shooter with a resolution of 64x64. *Also features a rocket launcher.

TimeStep

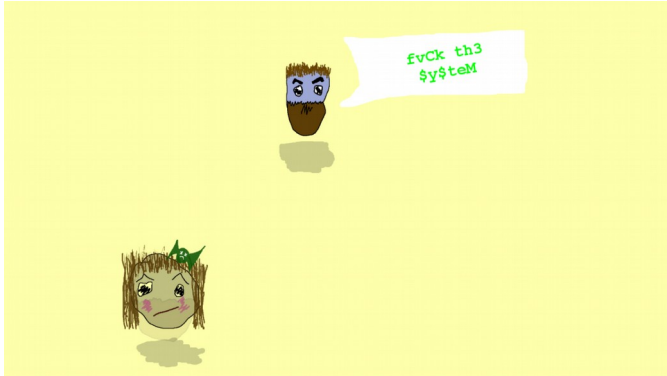


TimeStep is a top down, twin-stick shooter where time moves as the player moves. It was inspired by SUPERHOT.

A Hands-on Experience



Fuck the System



Fuck the System is a quirky experimental game with unassuming heroes who save their own lives. The game explores different systems of oppression such as heteronormativity, patriarchy and depression. It's a coming of age story that deals with what it's like to be young and confused but how with enough perseverance (like video games), challenges can be overcome. What's cool about it is the ways it engages with different forms of narrative such as diary entries and social media posts. In Fuck the System, you really understand the characters and love to root for them.

Everyone wants the Neesh



Discussing in a funny way a problem in my country.. using localized graphics characters

Switch Forward



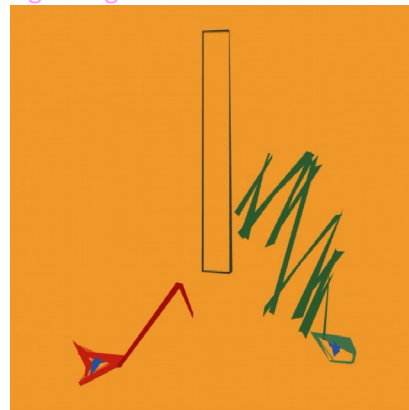
Switch Forward is a web-based game that aims to explore the desensitization of violence in users of the internet. It gives control to the user and allows them to put someone through torture, but they can stop whenever they want too. But when/does the user stop?

An Interview



A short interactive story based on an interview by Tim Grayburn describing his struggles with male clinical depression. The project is designed as a bite sized experience that forces the player in the shoes of a self victimised, trapped man.

Lightning



Lightning is a spazzy shooter for 2 - 4 players, featuring expressive button mashing and jittery, metallic audiovisual chaos. Players try to hit each other with lightning, carefully tapping and holding buttons to overcome chance and zig zag their way to victory. The game includes a number of levels to inspire tactical play. Frantic gameplay clashes with Neo-Expressionist visuals and a noisy soundscape to create a dazzling experience inspired by the discord of NYC's downtown art scene of the late 70s and early 80s!

