INDIE ARENA 2015

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HELLO THERE, MORTAL!

Oh god, *YAEAP**? Nope! The booklet you're looking at is a pure labour of love. Every single word was handcrafted, weighted, and meticulously signed off. We also personally planted, watered, and executed the trees that were used to create this artefact of indie-ism, and we're pretty damn sure the magical ink animals milked for it were raised and treated well.

Reading the Indie Arena Booklet not only will net you karma points; you'll learn about some interesting developers and fascinating projects you may not have heard of before. And who knows - some of them probably live and work just around the corner!

You'll see what we're doing, you'll read about what it is that drives us. We also created a fancy map that lists regular events and meet-ups in the region. Which is rather handy if you're looking to socialize, network, or test your game.

But yeah, you definitely don't want to miss out on those karma points.

Sincerely yours,

The Management**

*Yet Another Expo Ad Pamphlet ** Not an actual thing







[INTRO]

Making games can be many things: fun, satisfying, personal, and empowering... But most of all, it's really hard. Like, really hard. The Indie Arena is a community trying to make this a little bit easier. We're a collective of game developers living and working in Germany, Austria, and Switzerland.

We focus entirely on independent game developers (aka "indies") who have the freedom to build their games with a high degree of creative autonomy.

[HISTORY]

The guiding vision of the Indie Arena is to provide a safe community that can help an indie through an open exchange of ideas, but that also enables collaborations that were otherwise impossible.

When Jana Reinhardt (Rat King) and I, Martin Nerurkar (Sharkbomb Studios), founded the Indie Arena we were both looking for a place to learn from, but also share knowledge with others.

We had already been working on games for years - but mostly in isolation. Something we both weren't happy with. Sure, there were communities of independent game developers in the United States or in Copenhagen, but it seemed, at that time, that Germany was maybe not ripe. A previously launched indie blog project called *Indie Inside* run by a few developers had eventually stalled as it didn't reach its audience.

Then, the first A MAZE Berlin (a festival for independent games) in 2012 changed our perspective. Besides encountering a lot more developers and games from the region than we expected, it's also where they met and joined forces.

At A MAZE 2013 we finally kicked off the Indie Arena. Since then it has grown rapidly and exceeded our humble expectations. And our team has expanded as well with Oliver Eberlei; he has been contributing to the platform and community in significant ever since.

[CURRENT STATE]

Today, over 450 game developers are part of the Indie Arena. We have created a public directory of studios and games. We're maintaining a calendar of game events in the region. We connect people looking for jobs or trying to find others to join their project. And we're supporting indies from other countries who try to gain foothold in the German speaking market.

Since our inception we've also organized workshops, exhibited, and presented at numerous conferences. The Indie Arena created the first independent games



group booth at Gamescom in 2013, and its dedicated team has grown the booth steadily since then.

What does the future hold for the Indie Arena? We'd love to say that there's a master plan that has the next five years mapped out in detail right up to the IPO. There's none. [Editor's note: Are we allowed to publically talk about the IPO here? Hello? Anyone?]

In fact, that's a rather exciting prospect! Had anyone prophesied way back that the Indie Arena will grow as fast as it did and will run a gigantic Gamescom booth some day, most of us probably would have reacted the same way you react when your whacky uncle says something inappropriate at the family reunion. Also, we sure love to be surprised as much as anyone else!

Whatever it will be, it's going to be joyful and splendid. It's going to be terrific to see result of the collaboration made possible through a fabulous community.

[OUTRO]

With so many different developers, teams, and games united under one umbrella, we welcome you to check our games - there's a buttload *[Editor's note: ...]* of great experiences right there. And karma points. Sweet, sweet karma points.







THIS DEVELOPER PRESENTED A GAME AT THE INDIE ARENA BOOTH.

What happened next is that you apparently fell for Upworthy-style garbage headlines. Thank you!

The Indie Arena Booth (IAB) is the embodiment of the creative juice that is flowing through the community the Indie Arena is a part of. The concept was born out of necessity: it's rather tough and expensive for an individual or small team to show a game at a bigger expo. In 2013 the Indie Arena came together to establish the first indie-focused booth to ever grace Gamescom. Built by Oliver Eberlei (Hammer Labs) it was home to 12 teams that could show their projects to thousands of expo visitors.

Bunity MD.H SPEEDLINK.

Frame

The following Spring the IAB <buzzword> stunned </buzzword> attendees of the Quo Vadis 2014 conference where it also proved to be a viable networking platform before returning to Gamescom 2014, Quo Vadis 2015, and Gamescom 2015. And what started as a little cozy spot two years ago has turned into a 500m² cathedral of pure gaming bliss this year. We sh... kid you not.

If you're a developer: letting your baby take

YOU WON'T BELIEVE WHAT HAPPENED NEXT.

supported by

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its first steps out in the wild is both terrifying and delightful. The feedback you'll receive, the marketing expertise, and the relationships you can build will be immensely helpful. You'll be surprised by how much you'll learn about your own game. Infect potential players with your enthusiasm the way no website or video ever could! Or you might find partners for the production of your project.

Don't forget: the IAB is open to indie developers from all over the world.

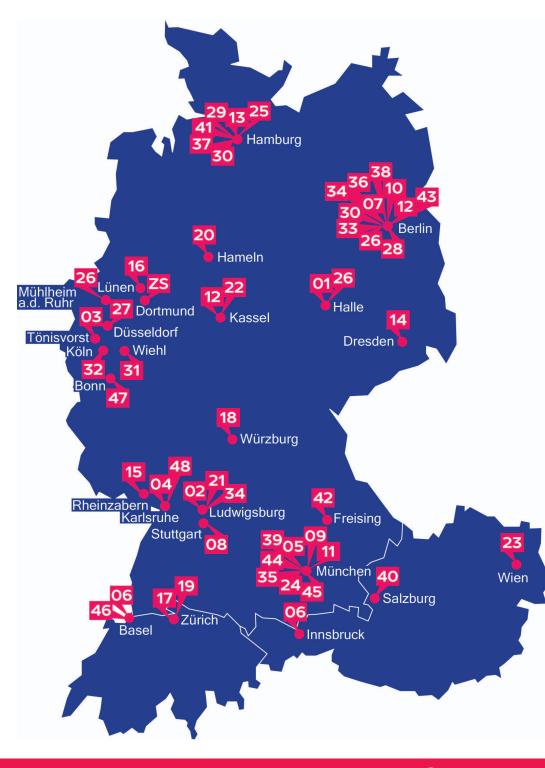
If you're a journalist or love games in general:

head over to hall 10.1 and check out the IAB at Gamescom 2015, like, right now? How about being the hipster that discovered and raved about an awesome project before it became the cool thing to do? How about interacting with the usually adorably shy makers of games instead of well-trained marketing machines? Yep. If you want to know what comes next for the IAB, keep an eye on *indiearenabooth.de* and also sign up for the Indie Arena newsletter. BOOM. That's the sound of more karma points coming your way!

Qunity







THE MAPPENING

01	12	Tri by Rat King	26	37	Unforeseen Incidents by Backwoods Ent.
02	13	Tour Bueno by Major Bueno	27	38	Panzer Party by Frame6
	14	Sky Arena by Hammer Labs	28	39	Runic Rampage by Electrocosmos
03 04 05 06 07	15	Nowhere Prophet by Sharkbomb Stud.	29	40	Freudbot by Slash Games
05	16	Shift Happens by Klonk	30	41	Pwnie Yard by Monoid
06	17	Son of Nor by Stillalive Studios	31	42	Villagers by Bumblebee.
07	18	and then it rained by Megagon Indust.	32	43	The Greener Woods by The Good Evil
08	19	Cosmonautica by Chasing Carrots	33	44	Curious Expedition by Maschinen-Mensch
08 09	20	Das Tal by Fairytale Distillery	34	45	Beyond the Mountains by Fizbin
10	21	Future Unfolding by Spaces of Play	35	46	Rules! by TheCodingMonkeys
11	22	The Last Tinker by Mimimi Productions	36	47	Sea of Solitude by Jo-Mei
12	23	On Rusty Trails by Black Pants	37	48	Break A Brick by Crazybunch
13	24	Immune by Vidiludi Games & Entertain.	38	49	Coregrounds by Nolife Labs
14	25	Nowhere by Duangle	39	50	Goggles by Bit2Good
10 11 12 13 14 15 16	26	Orcish Inn by Steven Colling	40	51	Bubble Squad by Redox Game Labs
16	27	Super Paperman by Secret Item Games	41	52	Duel Revolution by Game Matter
17	28	Niche by Team Niche	42	53	AirlineSim by Simulogics
18	29	The Unstoppables by Gentle Troll Entert.	43	54	Base Conflict by Broken Games
19	30	Tower Offense by Capsule Games	44	55	Xcylin by Moebiusgames
20	31	Halfway by Robotality	45	56	Ellipsis by Salmi Games
21	32	Face it! by Navel	46	57	Modsork by CinnoMan Games
22	33	Perlinoid by Jumpsuit Entertainment	47	58	BossConstructor by Mirko Seithe
23	34	Schein by Zeppelin Studio	48	59	FragFest by Broken X Software
19 20 21 22 23 24	35	Submerge by Icebird Studios	zs	02	Sponsoring by Z-Software
25	36	Beatbuddy by Threaks			









BY RAT KING

TRI is an award-winning game about conjuring triangles, meeting a monk, reflecting light rays, searching for a fox, and walking on the ceiling. It was made by Jana Reinhardt and Friedrich Hanisch of *Rat King*, a game studio located in Halle (Saale), and features music by Ludwig Hanisch.

TRI is one of the finest representatives of the genre and shares the top of the list only with the esteemed Portal. - Nintendo Cubed3, 90%

Fantastically executed return to the well of first-person spatial tinkering - Gamespot, 80%

TRI is not typical by any measure and instead charts its own path to puzzle gaming greatness.

- HardcoreGamer, 90%

TOUR BUENO

BY MAJOR BUENO

Accompanied by a documentary film crew, Major Bueno visited eleven european indies. This seven week road trip, which took place in January and February 2015, saw Major Bueno create a new game together with their host at each stop along the way. The product of this tour is an eleven episode web series documenting the process of how independent games are made.

They visited Dragica Kahlina, Pietro Righi Riva, Broken Rules, Luke Spierewka, Sos Sosowski, Franziska Zeiner, Henrike Lode, Adriaan de Jongh, Tatiana Vilela, Media Molecule, and Ed Key.

Tour Bueno was produced by students of the Film-Akademie in Ludwigsburg and supported by ARTE Creative. Play the games and watch the documentary for free on *tourbueno.com*.



MAJOR BUENO

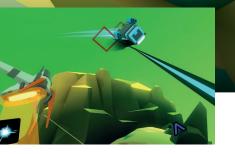
















BY HAMMER LABS

Sky Arena is a fast multiplayer shooter in which you pilot a jet fighter and dogfight against three of your friends on your couch or online.

If you miss the days of multiplayer Starfox or if you are sad that the new Starfox game won't have multiplayer - we have the perfect game for you. It is easy to pick up, fast to feel powerful, and tons of multiplayer goodness.



In addition to *Sky Arena*, Hammer Labs is also working on the bleeding edge of game development by creating a launch title for Virtual Reality (bottom screenshot). It's a slow, relaxing puzzler that treats you to a fairytale world of massive flying deities and mysterious environments that invite you to explore them using your VR glasses.

NOWHERE PROPHET

BY SHARKBOMB STUDIOS

Nowhere Prophet is set a century after a galaxy-wide, catastrophic technological failure. You lead an exodus across the hostile planet Soma, looking for the Crypt, a vault promising safety, and lost machines. To protect your followers you will need to fight beasts and bandits.

Combat is played with a card game. Your crew and convoy determines your cards and abilities. Along your trek you will find new equipment and improve the skills of your team, improving your deck.

With each new game the route is randomly generated: different locations, different events, and different characters cross your path. Across multiple games you can unlock new configurations for future expeditions.



Double Tap

Lone Pilgrim











06





SHIFT HAPPENS

BY KLONK

Bound together by accident, the two characters Bismo and Plom can exchange their size and abilities at will. The world and its challenges revolve around this "shifting" mechanic, forcing the two players to work together (and occasionally stab each other in the back).

Together, you explore the differently themed stages, solve puzzles, and fight over precious coins. Coordination and communication are key for a successful journey. Shift Happens is best enjoyed on a couch with a good friend and a pizza. We recommend using gamepads for maximum enjoyability™.

NOFNOR

BY STILLALIVE STUDIOS

As a Son of Nor, consecrated by the Goddess of the Night, you are all that stands between the human race and total extinction. Only one human enclave remains, a hidden refuge called The Edge. After 400 years of peace, humanity's ancient enemy, the Sarahul, appears once more, forcing you into an adventure to save your people.

Armed with telekinesis and terraforming, the gifts granted by the goddess Nor, you will explore the world of Noshrac, fighting through enemy territory and uncovering longforgotten secrets. On your journey you will discover mysterious structures created by an ancient race that are filled with puzzles and traps - and the key to mystical powers unlike any you've ever seen.







stillalive-studios.com





... AND THEN IT RAINED

BY MEGAGON INDUSTRIES

... and then it rained is a critically acclaimed minimalist arcade game as well as an acoustic and visual experience.

We have focused on creating a game with a Zen-like experience. Set in an abstract world, the player has to catch colored and different sounding rain drops by dragging and reordering matching towers, resulting in a rhythmic and nearly meditative world of sounds and colors. Here the player can forget time and space and fully immerse in the flow of the game's simple and yet engaging

... and then it rained is available for iOS and Android touch devices.

COSMONAUTICA

BY CHASING CARROTS

Cast off! Are you ready for some hilarious adventures in outer space? Start by boarding a washed-up space cruiser and fulfill your destiny as an aspiring captain on the hunt for fame and fortune.

Cosmonautica combines elements of space trading and crew simulation to create a unique experience. Only if you take good care of your crew you will be able to succeed. Do you have what it takes to become the best trader, smuggler, pirate, or even space taxi? It's your choice!

The award winning *Cosmonautica* supports cross-platform save games and is available on Steam, GOG, Humble, Apple App Store and Google Play.



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gameplay.

chasing-carrots.com, cosmonautica.com











DAS TAL

BY FAIRYTALE DISTILLERY

Das Tal is the love-child of a Sandbox MMORPG and a fast-paced PvP Arena. Thrown into a dark fantasy prison valley you start each game with nothing but your wits and your skills. Over the course of weeks and months you will explore the world, grow stronger, and learn to survive.

Hundreds of players will join you in the valley. Amongst them you will find friends and allies to form a clan. Start building your own settlement and empire whilst competing with rival clans.

In a completely player-driven economy, your influence and income will grow through diplomacy and warfare. You will strive to break free of your chains, defeat your captors, and emerge victorious from your exile.

FUTURE UNFOLDING

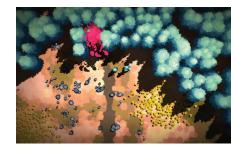
BY SPACES OF PLAY

Future Unfolding lets you explore a world filled with life, both beautiful and dangerous. The world is procedurally generated, and each play-through allows you to experience a new and different layout.

Observe and interact with the wildlife to get clues and discover patterns in this mystical place. Use the patterns to locate hidden secrets and find your way to the goal.

Find your path with the help of wild animals, while avoiding the other less friendly creatures.







futureunfolding.com









Best Adventure DEP 2014







THE LAST TINKER: CITY OF COLORS

BY MIMIMI PRODUCTIONS

In a world where creativity has given way to conflict, a young street kid living in the slums of Colortown seeks to restore the spark of imagination to his hometown. As Koru you must harness the power of color to defeat the Bleakness and make Colortown vibrant once again. Use the power of those colors to aggravate, frighten, and aggrieve your enemies as you manipulate them to overcome various obstacles. Explore the beautifully handcrafted districts of Colortown with agile Koru in free-running fashion and meet various fantastical and charming creatures. A charming blend of modern platforming and colorful brushstrokes makes *The Last Tinker: City of Colors* a one-of-a-kind adventure and winner of the German Developer Award 2014 for Best Story and Best Adventure Game as well as winner of the German Computer Games Award.

ON RUSTY TRAILS

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BY BLACK PANTS

Listen! *On Rusty Trails* is a fast-paced 2.5D action platformer. Recently, the rain has been going haywire. You are guy Elvis. Your house was just dissolved into a pile of rust, and soon you will, too! This is not how you planned to enjoy your future as a rate payer.

Good thing you suddenly get your hands on a Shifty Suit! Now it's super easy to make yourself incognito and walk amongst suspicious hairy folk. Walk along, below and above iron cities, soggy jungles, and flaming war zones. Swiftly zoom over any obstacle and switch form to avoid a rusty funeral!











14

IMMUNE







BY VIDILUDI GAMES & ENTERTAINMENT

Experience true survival with a wink in the world of *Immune* - the new open world MMORPG with a humorous twist. Survive the wastelands with the help of your friends and your handcrafted weapons. Build your own fort to defend yourself and your hard-earned loot from evil mutants, bandits, or reckless players.

I'm quite impressed by the state of the game at the moment and can't wait to see how the game progresses. - Frugal Gaming

If you love end-of-the-world survival games like I do, then Immune is one you should have a look at. - Leviathyn - The Gamer's Chronicle

NOWHERE

BY DUANGLE

Still in early alpha stage, *NOWHERE* aims to be a holistic first person experience set within a mystic cosmos, focusing on emergent player-driven storytelling, strong social AI, and high replayability through the use of procedural content, combining gameplay elements of exploration, survival, strategy, communication, and adventure.

Our story arc aims to explore human topics such as family, science, religion, politics, culture, and history as well as shed light on existential themes such as fate, choice, and free will, seen through the unfamiliar lens of individuals in a post humanist, post singularian alien society.















ORCISH INN

BY STEVEN COLLING

Orcish Inn is a tavern simulation game in which the player raises crops, brews beer, builds an inn tile by tile, and serves the incoming orcish guests. The orcs are organized in clans, with different desires the player has to respect.

To raise proper ingredients for his own beers, he has to keep an eye on his farmland, considering wetness, eutrophy and more, as well as the four seasons or weathers like storms and hail. Besides the daily tavern activities, he can also breed animals, go fishing, craft, and cook all sorts of stuff, explore nature and pursue quests for visitors, local residents, or the hawker, a trader in a hot-air balloon, who visits the player on a daily basis.

SUPER PAPERMAN

BY SECRET ITEM GAMES

The hero in this game is called *Paperman*, a tiny guy made out of - surprise - paper! His job is to deliver one person's dreams to another, making him some kind of dreamful mailman. But this tiny dude's world is in danger: The dream world starts to drift apart, leaving our lightweight hero lost in rifts!

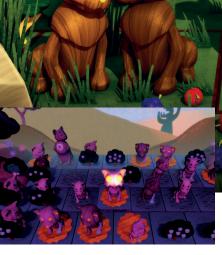
Are you going to help him fix the dream world and bring people back their dreams? But one *Paperman* alone might not be enough to fix the tears torn into the magic world, so grab three of your friends and glue it back together as a team! Or be quicker than your partners and take all the credit!

secret-item-games.com













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NICHE - A GENETICS SURVIVAL GAME

BY TEAM NICHE

Your animal tribe switches territories again. Predators never catch you, for you are fast and silent. Rabbits are your favorite source of food, hunting them in a pack, cornering and trapping them. None of you ever go hungry for long. But then one fateful day, a mighty storm floods all the precious burrows of your prey, leaving your tribe starving for days. And just when new offspring is born ...

Should you have stayed in the swamp, gnawing on frogs instead?

Niche is a simulation/strategy/puzzle game mix about the biological topic of population genetics. Breed your animals based on real genetics and find your ecological niche in the world.

UNSTOPPABLES

BY GENTLE TROLL ENTERTAINMENT

When her guide dog gets dognapped in bright daylight, Melissa and her friends turn into *The Unstoppables*, four super heroes with special skills each bearing a weakness: they all have a handicap to deal with in everyday life such as blindness, cognitive impairment, or being chairbound; but in this dire hour they unite their powers to concertedly overcome these constraints and make their way through challenging puzzle parcours to track down the mysterious thief.

The Unstoppables is a 2D adventure game for iOS and Android Gentle Troll developed with LerNetz AG for the Swiss foundation Cerebral. It aims to sensitize players in an entertaining way for the challenges persons with a disability are facing every day.



GENTLE

18

Entertainment



🥑 @gentletroll



TOWER OFFENSE

BY CAPSULE GAMES

Tower Offense is a game about creativity, sharp wit, and fast decision making.

It is a fresh blend between real-time strategy, physics puzzler, and tower defense. Two players try to hit the opposing "idol" while protecting their own. Each player is given a constrained area in which they can build structures out of different blocks. These can fire projectiles, spawn creatures, reflect or redirect incoming attacks and more.

The simple interactions between these blocks and projectiles lead to a broad array of emergent and interesting situations and gameplay. Players have to be creative and flexible in order to foresee and counter enemy moves and constantly come up with new strategies to dominate the game.

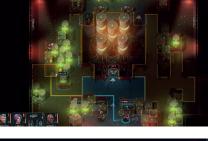
HALFWAY

BY ROBOTALITY

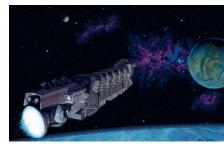
Halfway is a turn-based strategy RPG taking place a few hundred years into the future. Humanity has begun to colonise new worlds and until now, they were alone... In *Halfway* you take control of a small team of survivors faced with a violent invasion onboard the colonial vessel Goliath. As their leader you will guide them through the dark and cramped corridors of the ship to slowly regain the control.

If you have any hope of surviving, you'll have to fight, face your fears, and outsmart the enemy!

Immerse yourself in over ten hours of an engrossing storyline featuring tactical turn-based combat, eight unique characters, and a beautiful pixel art environment with an atmospheric soundtrack by Gavin Harrison.







@robotality

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🥑 @CapsuleGames_CH

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FACE IT!

BY NAVEL

Face It! is a joyful party game about imitating faces with friends and family. Players imitate drawn faces while their teammates must guess which face was portrayed. Unconscious communication with facial expressions ranks among the most unique skills of human beings. Humans are experts at recognizing feelings in the slightest change of facial muscles.



We constantly scan our fellows for those changes and take pleasure in learning more about the inner life of our counterpart. This seemingly simple talent, which we all trained for all of our lives, is the basis of *Face It!*. In the end, *Face It!* is a fun party game that makes people feel connected, and facial expressions are the means to do that.

PERLINOID

BY JUMPSUIT ENTERTAINMENT

You hear voices. Gods, perhaps. At least, that is what they claim. They want you to remember something, but what exactly they will not say. You see an alien landscape thronging with phantasmagoric life. Colorful bipeds, caterpillars, mushrooms taller than the highest skyscrapers – what can this all mean? Something is wrong. Something is coming. The world darkens.

Perlinoid (working title) is a challenging, color-based puzzle game that combines beautiful hand-drawn aesthetics with a slipstream tale of coping, disease, and love. The game is being developed by Jumpsuit Entertainment, a young studio founded by IGF student award-winning designer Daniel Leander Goffin (*Symmetrain*) and engineer David Priemer.







SUPPORT US ON KICKSTARTE









SCHEIN

BY ZEPPELIN STUDIO

Schein is an award-winning puzzle platformer telling the story of a father who enters a mystical swamp in desperate search of his son. As he wanders in darkness a wisp appears, offering guidance and a magical power: a light that reveals hidden worlds. Use your wits to conquer mindbending puzzles and defeat deadly beasts. Can you save your son in what's possibly the trickiest platformer you'll play all year?

It's a gorgeous puzzle-platformer with mind-bending light manipulation mechanics involving alternate realities - Rock Paper Shotgun

Take a little bit of Giana Sisters Twisted Dreams, add a pinch of Braid, mix the whole thing with a portion of Limbo - and you've got Schein - 4Players

SUBMERGE

BY ICEBIRD STUDIOS

Submerge is a fast paced tactical survival RTS with main focus on thrilling 16-player matches.

In RTS manner you control a squad of troops with unique abilities like in Dawn of War II to hunt down other players in a persistent underwater world.

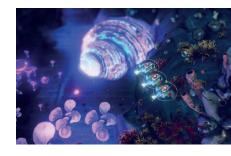
Composing a perfectly working squad like a deck of cards in Hearthstone, reading and countering your enemy's tactic and timing your powerful abilities are the keys to surviving in the deadly underwater world.

Over multiple play sessions you unlock new troop types and upgrades to use in the next session.

From 29th of July until 28th of August you can support *Submerge* via Kickstarter! <u>www.submerge-game.com</u>. Get your Special Edition!







zeppelinstudio.net







THR ARK5.

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BY THREAKS

THREAKS is an award-winning game developer from Hamburg, Germany. The team has been working with Unity3D and the Unreal 4 Engine on highly entertaining videogames since 2009. Their biggest title *BEATBUDDY* sold over 700k units on STEAM and iOS and was voted by Apple under the Best Apps of 2014 in 6 countries.

The unique action-music game received over 15 awards and nominations from the music and games industry and was featured at 15 game shows worldwide including PAX Prime, PAX East, PAX Australia, and Gamescom as part of the Indie Mega Booth.

UNFORESEEN INCIDENTS

BY BACKWOODS ENTERTAINMENT

The world is threatened by a dangerous virus. The majority of the human race has already been killed. Amid this apocalyptic scenario, young Harvey Pendrell receives a strange radio signal. A journey full of mysteries, inexplicable questions, and terrifying revelations begins - and before he knows, Harvey finds himself in the middle of an adventure that affects the future of the whole human race.

Unforeseen Incidents is a humorous mystery point & click adventure in hand-painted 2D graphics. On his journey, Harvey explores plenty of intriguing locations, meets a lot of interesting characters, and unveils some conspirational dark secrets behind the ongoing catastrophe that threatens to exterminate all human kind.









Frame 🖉





PANZER PARTY

BY FRAME6

Panzer Party is a top-down party game in which four players battle for the highest score using tanks and other vehicles in a variety of scenarios. While every map has its own vehicle sets players can choose from, they can also bid for a special constant upgrade using their health points every round. Having started as game jam idea together with Volker Stuckmann and Tobias Gräfnitz from Newtronium, the game is coming to PC later this year in collaboration with Headup Games, followed by Xbox One, PlayStation 4, and Wii U in 2016.

Frame6 started out in 2013 with its action-strategy debut title *Splee&Glob*, followed by *Crysis Analogue Edition*, the official tabletop adaptation to Crytek's first person shooter.

RUNIC RAMPAGE

BY ELECTROCOSMOS

Runic Rampage is a story-driven action RPG featuring intense melee combat, badass bosses, and a beautiful, handcrafted fantasy world.

Legend says that once a rune stone protected the dwarfs, but then it disappeared and war destroyed the mighty kingdom.

You play as Grimbard, last champion of the dwarfs. On your quest to defend your village you have to enter dangerous realms and stand countless battles. Master your skills in combat, study powerfull spells, and arm yourself with legendary gear. If you do so, you might have a chance to discover the truth about your nation's downfall.

Coming soon to iOS, Android, and Windows Phone.









runicrampage.com







FREUDBOT

BY SLASH GAMES

Help Steve, a fearful clerk working in a local super market, survive his work week! The wonderful and unique *FreudBot*, robotic psychoanalyst, will teach you to b eat aggression, doubt, and fear.

In December 2013 Matt Kempke met with the nice guys from Slash Games, Nick and Christian, to talk about his idea for a funny mobile game. Together with Buddelfisch, a comic studio, and Corinna Ertl, a 2D artist and animator, Slash Games started to work on the game from January 2014 on. A beautiful and funny 2D cartoon action card game was developed which let's you experience the adventures of Steve and *FreudBot*. You'll come across many strange characters and there may be some story twists you might not see coming!

PWNIE YARD

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BY MONOID

Monoid is an evil research lab with scientists in Berlin and Hamburg. Currently, they are working on *Pwnie Yard*, a game where you design a challenge for your friends on a deadly junkyard guarded by vicious kids.

Among other things you can place traps, position various kids as guards, and choose tasks to fulfill. Once ready, you challenge others by sharing a URL where they can instantly play your level. Later on you watch them die in replays, improve your designs, and become challenged yourself.

Previously Monoid released *Blades of Chance*, which is a turn-based tactical fighting game for two players sharing a single device. Its core is a combination of rock-paper-scissors and gambling mechanics.



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@MonoidLabs

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monoid













VILLAGERS

BY BUMBLEBEE.

Villagers is a beautifully rendered town-building simulation in a medieval, Europeanesque setting. Besides a freeplay mode, giving you full access to all of the 25 buildings of the game and a selection of ten different maps to explore, it comes with a story mode worthy of its name, including six gripping chapters taking you through various areas and having you establish towns in muddy swampland, on a deserted mountainside, or rebuild a mysterious ghost town.

Watch your people live their lifes, from daily duties to personal relationships, from birth to death. Take care of their needs and keep them happy to have your town become a city of wealth and joy.

THE GREENER WOODS

BY THE GOOD EVIL

The Greener Woods is a 3D adventure game for iOS and Android based upon an award-winning play by author Martin Baltscheit. You are Ferdinand - a wolf raised among sheep. You can be a wolf or a sheep at any given time and use the advantages of each animal for your benefit. Your individual decisions have impact on the whole game world. It transforms depending on your choices and style of play. You set out to find the *Greener Woods*, but in the end learn more about your real personal identity. A serious game wrapped in a low-poly paper look.

The Good Evil is an award-winning indie studio, founded in 2013 by Linda Kruse & Marcus Bösch. It's famous for the award-winning language learning adventure *Squirrel* & Bär!







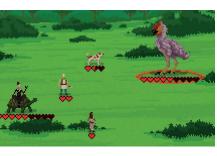












THE CURIOUS EXPEDITION

BY MASCHINEN-MENSCH

The Curious Expedition is the 19th century expedition simulation in which you will venture on unprecedented expeditions to regions never seen before.

Put on the pith helmet and khakis and make your way through a lush, procedurally generated world full of wonder and mystery. Visit and interact with local tribes that are unknown to mankind. Loot mysterious temple ruins to gain fame and treasure, but watch out for deadly traps and curses. Adventure awaits!

It's pretty much what would happen if FTL and 80 Days had a kid. - Pockettactics

Curious Expedition is a wonderful thing. Cancel your evening plans and settle down for adventure. - Rock, Paper, Shotgun

A love letter to exploring. - Leigh Alexander

BEYOND THE MOUNTAINS

BY STUDIO FIZBIN

Studio Fizbin is an independent games studio located in Ludwigsburg and Berlin, Germany. Sebastian Mittag, Alexander Pieper, and Mareike Ottrand founded the studio in Spring 2011. They strongly focus on story-based games and interactive apps with exciting and unique characters, worlds, and tales. Their *The Inner World* was named Best German Game in the German Computer Game Awards 2014. In addition to their own game projects, Studio Fizbin designs and develops games and apps for clients such as *The Game of Peace*, a multiplayer game installation for the State Museum of Münster. With this project *Studio Fizbin* won the German Computer Games Award again in the category *Best Innovation* in 2015. Right now they're working on a new game inspired by the stories of author H.P. Lovecraft called *Beyond the Mountains*.















RULES!

THECODINGMONKEYS

A fast-paced puzzler for iPhone and iPad is the latest in TheCodingMonkeys line of games. Follow *Rules!* into a hundred-level-deep maze of cuteness and order. Tap cute little whales, unicorns, robots, and squirrels. Learn to beat your highscore and get better... at following rules. *Rules!* has won multiple awards and even was the first game available for the Apple Watch.

The next game leads the veteran studio back to familiar paths. *Carcassonne* - the classic board game conversion for iOS - comes to the Mac due to overwhelming demand. With all the features and all expansions its little brother is known for. Get ready to join the crowd on the desktop and get your *Carcassonne* game on now, on iOS!

SEA OF SOLITUDE

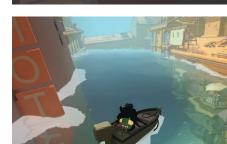
BY JO-MEI

When humans get too lonely, they turn into monsters.

Sea of Solitude is an adventure about Kay, who has turned into a black monster, and her journey to find out what happened to her.

On her search to change, she soon finds out that her biggest enemies are not the huge monsters that she meets on her way through the *Sea of Solitude*, but something way more dangerous.

Sea of Solitude is intended to be released on consoles and PC.



Jo-Mei



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seaofsolitude.com



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A BRICK

BY CRAZYBUNCH

BREAK

Look what the cat dragged in! The totally evil colorful bricks are invading peaceful Catverse.

Break A Brick is a dexterity and strategy-based puzzle shooter. Pull the evil Bricks into Rescue-Cat's spaceship and shoot them against the others to destroy every single Brick on the screen! Match the right colors, hurry up to earn combo points, and go for the highscore.

Get all Catcoins and unlock new galaxies, game modes and more.

CrazyBunch is creating games with focus on virtual reality and aggregating interests for VR in Germany. With *Break A Brick* they utilize a lot of VR features that are able to convince the user of the fascination of VR and simultaneously introduce the player gently to VR.

COREGROUNDS

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BY NOLIFE LABS

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Coregrounds is PVP tower defense done right: two players fight on one map using a unique arsenal of towers, minions, and abilities.

Improve your skills in this fast-paced and blissfully chaotic combat game and become the champion of the *Coregrounds*!



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coregrounds.com







GOGGLES

BY BIT2GOOD

This fast paced co-op shooter throws you into the middle of Vaporia. A mechanized world, controlled by the Fumare Tech Corporation, which is overrun by possessed Automatons.

To find out what is behind the attack and how it can be stopped, a bunch of rag-tag misfits lead by grumpy old inventor Vules Jerne is battling their way through massive hordes of machinery.

The chase leads them through every peak and valley of Vaporia where rifts to parallel universes, which can only be seen through special goggles, have opened. By working together the players can beat the dynamically changing missions Vaporia throws at them to finally find a way into a mysterious black realm that lies beyond reality.

BY REDOX GAME LABS

Bubble-Squad is designed for multitouch devices such as the Fun4Four gaming table and is based on the concept of a classic bubble-shooting game. The core gameplay of this genre is to shoot bubbles of the same kind in order to eliminate them. To reach the next stage you have to shoot your way through the spreading bubble mass, fight enemies, and finally eliminate the tentacle monster in the center. Power-ups can help you on your way to victory. Play alone or together as squad up to four players.

Soap-Lake City has been contaminated by a threat nobody would have ever expected to become such a powerful enemy - bursting soap bubbles. Save the citizens of Soap-Lake City from the dangerous bubble threat by fighting bubbles with bubbles.







@REDOXLabs













REVOLUTION

BY GAME MATTER

Game Matter presents its new monster catching game *Duel Revolution* for iOS, Android, Windows Phone, PC and Mac.

Duel Revolution offers a roleplaying storyline, which is combined with several online multiplayer features. Every month Game Matter will release a new update with a new story chapter, new maps, and new monsters. Game Matter shortly released the beta of Duel Revolution, which is only available for donators.

The final version will be released in early 2016 and will be free to play!

Game Matter is a development studio located in Hamburg and was founded by André Marín and Dimitri Lautenschläger.

AIRLINE SIM

BY SIMULOGICS

AirlineSim is a realistic business simulation game in which players can build an airline empire and compete against hundreds of other players in persistent, open-ended, online game worlds. The game's minimalistic browserbased interface resembles that of real-world management information systems and allows the game to be played from anywhere, at any time.

Catering to a niche audience of hardcore business simulation and aviation fans, the game has been around since 2002 and is also available for use in education, training and classroom environments.

AirlineSim is developed, operated and published by simulogics GmbH, a small development studio located in Freising, Germany.







@simulogics, @airlinesim

simulogics.net













BASE CONFLICT

BY BROKEN GAMES

Base Conflict is a strategic multiplayer game inspired by custom maps like Castle Fight (Warcraft 3) and DesertStrike (Star Craft 2). In the game there are two ancient portals which have to be destroyed in order to win. They are connected by two lanes where your troops fight your opponents' armies. Every 30 seconds a new wave of your army arrives and automatically strives for victory.

Your task as commander is to shape a superior mix of units with unique abilities to overwhelm the wave of your enemies. Every commander has special spells to change the tide of the battle, and with the right timing you can even lead an inferior wave to victory.

XCYLIN

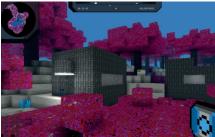
BY MOEBIUSGAMES

A vast planet hidden in the outer reaches of space, ruins of a long extinct civilization. You awake in the wreck of mankind's first and only interstellar starship, lightyears away from earth. Soon to find that you are humanity's last hope of survival from a disaster that was supposedly caused by the inhabitants of this very planet.

As you explore strange landscapes, you can't shake off the feeling that you are not alone.

Xcylin is an RPG that puts you on a planet where you need to explore, craft, and fight in order to survive. A strong story and a sophisticated dungeon generation system ensure that no two missions play the same. Even more worlds can easily be created by the community.







🍯 @Xcylin, @Moebiusdev

CinnoMan Games

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 \Box

ELLIPSIS

BY SALMI GAMES

Ellipsis is a tablet game where your finger guides a ship through a lost universe. Dexterity and agility are required to overcome the numerous surprises you will face in this alien but beautiful landscape. Explore and survive. Rescue and collect.

Ellipsis is a carefully crafted experience designed to reward the player who explores and masters its mechanics.



About the team: we met at a design jam in 2012. Enjoying our collaboration, we jammed regularly on game ideas until we happened come up with this one. Development continued on an on-and-off basis until we could marshall the resources to take a full plunge. Code, design and art responsibilities are shared; audio is handled by our associate composer Filippo.

MODSORK

MODSORK

BY CINNOMAN GAMES

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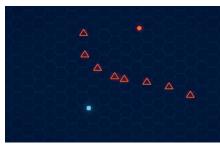
MODSORK is a game about the power of connecting people. With lasers. In it, your abstract avatars try to give their grumpy geometric friends energy hugs to make them burst with joy and happiness.

MODSORK is also a challenging cross between Brothers: A Tale of Two Son's control scheme and Geometry Wars' arcadey gameplay, with a sprinkle of Super Hexagon's instant retry-ability, all beat-synced to an adaptive soundtrack.

The game has been likened to trying to tap your head while rubbing your belly at the same time. It is currently headed to PC & Mac and possibly other gamepad-friendly platforms.

david-canela.com





SALMI

GAMES

45



BOSS CONSTRUCTOR

BY MIRKO SEITHE

BossConstructor is a game about building and flying your own spaceship. The core feature of the game is its ship editor which allows you to freely assemble your own spaceships using a vast variety of modules. The way you build your ships determines how they behave and what they are capable of doing. Since every module costs money, weight, and energy, designing a good ship is a challenging yet rewarding task.

The game's exploration mode lets you explore a procedurally generated galaxy inhabited by the von-Neumann, an evolving Al species. You begin with a small basic ship and advance as you complete missions, discover new enemy species, and scavenge for more powerful components to improve your ship.

FRAGFEST

BY BROKEN X SOFTWARE

Play a fast-paced arcade-style action game in a virtual world full of weapons, vehicles, and gimmicks. Master singleplayer challenges or climb international ladders. For medals or quick outbursts: If you like intense vehicular deathmatches, you will love *FragFest*!

Enjoy singleplayer and multiplayer battles. Rule a destructable and physics-driven 3D world with varying themes and dynamic daytime. At your command: tanks, hovercraft, gunships, ships, and cars. Fire lasers and shrinkers, use afterburner and jetpack, couple trains or even control a volcano. Collect achievements and climb real time ladders. With sophisticated AI, several game modes, infinite maps, radio messages...

Free public demo available!









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Berlin	Talk&Play	/	1	berlingamescene.com/talkandplay	Lorenzo Pilia	info@berlingamescene.com	every 2nd month
Berlin	Unity 3D Meetup	/	1	fb.com/groups/386805680111	Simon Cubasch	1	1
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Ludwigsburg	Ludwigsburg Indie Stammtisch	/	1	1	Thomas Krüger	thomas@navel.cc	every two weeks
Karlsruhe	Game Culture Club	-	-	gamecultureclub.org	Martin Nerurkar	info@gamecultureclub.org	every last Thursday

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		Suisse-Romande		Grotte 3	developers-Suisse-Romande			

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FIN

At long last, you've pretty much reached the end! Don't fret as you can keep that warm fuzzy feeling going by just heading back to page 1 and starting all over again. And now that you know the big plot twist, the content will have a completely new meaning upon further reading sessions! *[Editor's note: The big plot twist had to be scrapped for budgetary reasons. There's no big plot twist in the Indie Arena Booklet and we can't be held liable for there not being one.]*

We hope you learned a thing or two about a team or project you hadn't heard of before. We hope you visited the Indie Arena Booth and had a great time. We hope you'll head to the Indie Arena page and follow us, participate in or cover our future endeavours and get in touch with us whenever you feel like it. And if you're an indie developer who would like to be part of the Indie Arena Booklet, let us know! Because, like all great and (maybe?!) beloved contemporary works of entertainment, this thing needs to get ruined by a sequel.

In the meantime, check out and follow us over at:

- <u>indiearena.de</u>
- <u>blog.indiearena.de</u>
- youtube.indiearena.de
- indiearenabooth.de
- facebook.com/indiearena
- <u>twitter.com/indiearena</u>
- steam.indiearena.de

We tip our collective hat to you for you joining the ride - see ya next time! Enjoy the karma boost!

The Management*

*Nope, still not an actual thing



IMPRESSUM

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