Switzerland,
(Release Date with Oculus Rift, 2016)

Shiny

Developer: Ateo
System: Mac, Windows (Oculus Rift)
Genre: Virtual Reality music game

«Shiny» is a music arcade game for Virtual Reality headsets. It is a colorful, upbeat game for the early days of VR gaming. Special care has been put into crafting all features to eliminate VR motion sickness. No input except head movement is required to play the game.

Macro Mechanics: The goal is to mark and destroy as many enemies as possible by focusing them. Playing and music are rather immersive. Interplay of sound and colours mesmerizes players. Experience of flow and immersion makes the player forget the outside world.

Micro Mechanics: In «Shiny», you can play levels with a variety of songs to choose from. Within these levels, the player uses his head to rotate the VR headset and look around. By doing so, he can target and mark enemies, which subsequently explode. The goal is to mark and destroy as many enemies as possible in a sequence to clear the level, unlock new ones and achieve a high score for the level.

Links: Tempest, Samsung Gear VR

Poland, 2015

The Witcher 3: Wild Hunt

Developer: CD Projekt RED
System: PC, PS4, Xbox One
Genre: Action Role-Playing video game

«The Witcher 3: Wild Hunt» is an open-world third-person action-role-playing video game where you incarnate Geralt of Rivia, a witcher, on a long journey to search for his missing adoptive daughter Ciri through the large land of the Northern Kingdoms.

Macro Mechanics: You complete main and secondary quests (or fail) to progress through the branching story with 36 different endings. Your choice of dialog may change the outcome of the adventure.

Micro Mechanics: You fight with swords and magic against humans or monsters. You explore the vast open world. You talk to non-player characters and choose dialog's options or use your witcher's power to force weak minds. With the Witcher senses, you follow tracks. You craft items, cook up potions and potions. Reward: Experience points, new items, new quests, Punishment: restart from previous checkpoints, fail mission.
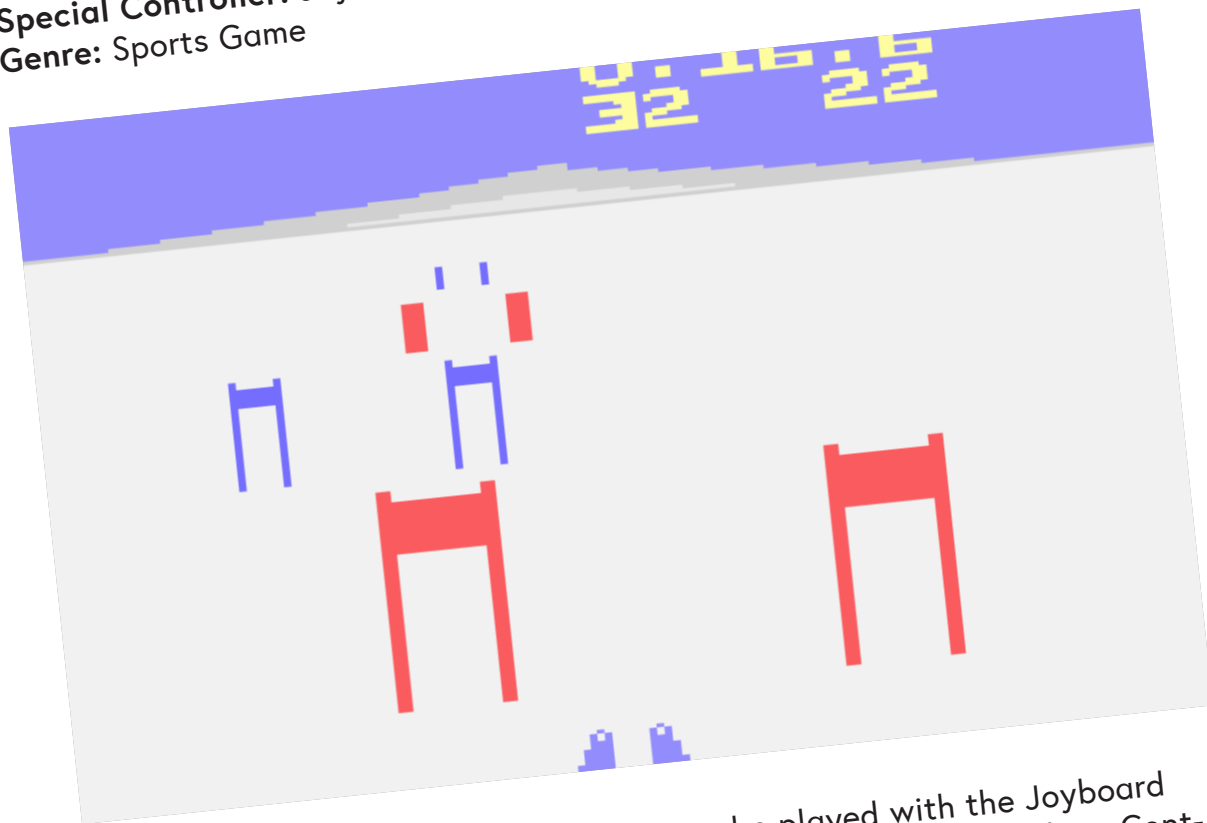
Links: Dragon Age

USA, 1982

Mogul Maniac

Developer (Publisher): Media Soft (Amiga)
System: Atari 2600
Special Controller: Joyboard
Genre: Sports Game

«Mogul Maniac» is a skiing game that can be played with the Joyboard controller. The Joyboard is a plastic balance platform you stand on. Control the skis with your body. Leaning forward increases speed. Your weight tilts the platform to the right or left and steers the first person skis on the screen.

Macro mechanics: A giant slalom skiing race with blue and orange gates. Make your way to the finish as fast as possible and with no mistakes. You need two runs to finish a course. Win races in different locations.

Micro mechanics: There are open and closed gates. The race runs on a timer and shows you how many gates are left. You balance your body on the board (left, right, forward) to pass through the gates. Reward: Highscore (best time). Punishment: less control.
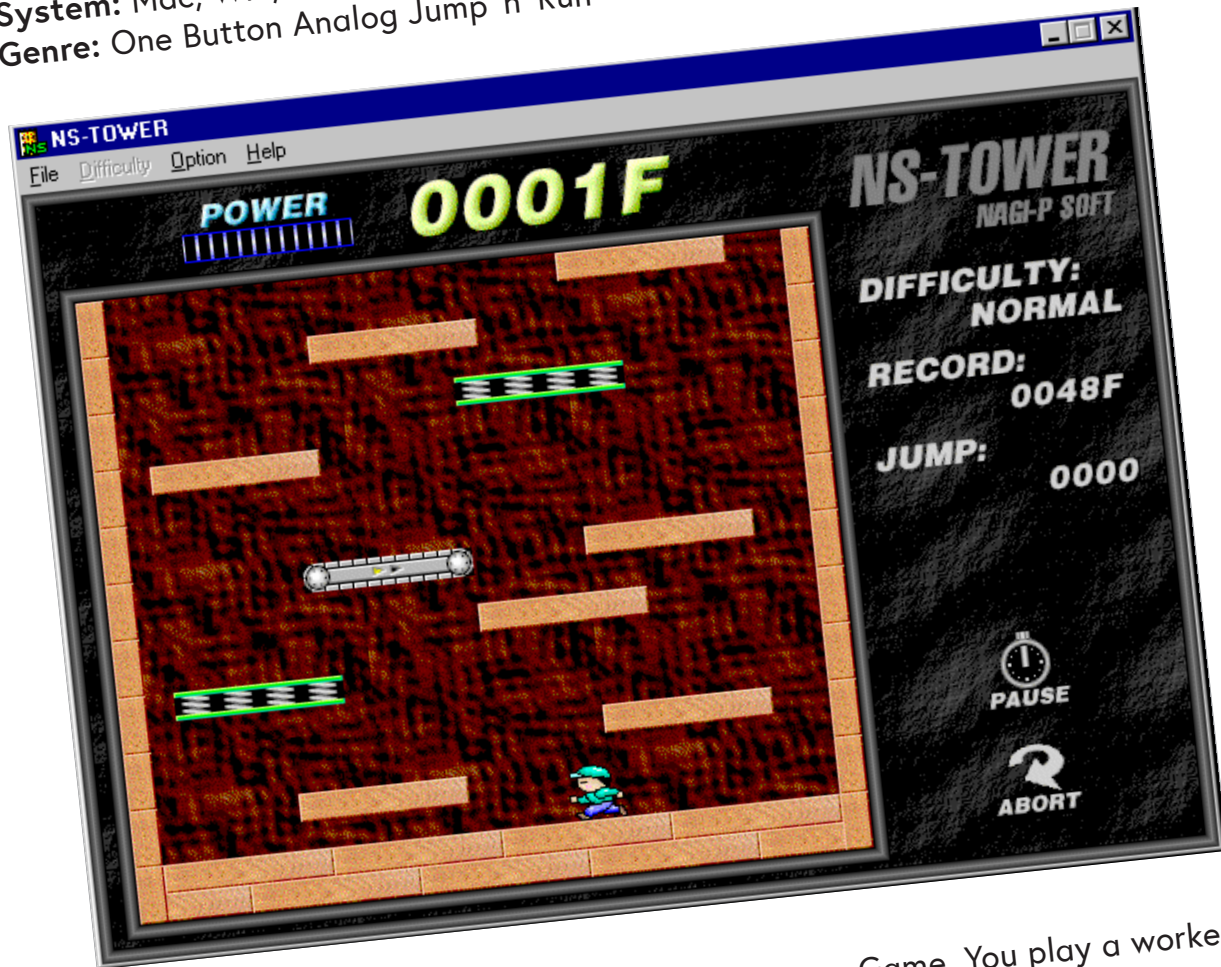
Links: Wii Fit Plus

Japan, 1996

NSTower

Developer: Nagi-P-Software
System: Mac, Win, Smartphones
Genre: One Button Analog Jump 'n' Run

«NSTower» is an endless Jump 'n' Run One Button Game. You play a worker who tries to make his way up to the top of a tower.

Macro mechanics: The challenge is to reach the highest floor possible and a big score. The higher you get, the more moving and special platforms (trampoline, conveyor belts) you encounter. The levels are randomly generated and need quick decisions.

Micro mechanics: The avatar automatically moves forward. He changes direction only at the walls. He is constantly under threat of falling from the platforms. Pressing the Mouse Button charges the avatar's jump power. Letting the button go, executes the jump. Great timing and leap height get rewarded, a good reflex (act under time pressure) and good tactics with selection of platform is necessary. A short rest on a reached platform is possible. You get punished with unpleasant sound, a poor position and eventually loss of life.

Links: Doodle Jump, Canabalt

USA, 2013

The Last of Us

Developer (Publisher): Naughty Dog (Sony Entertainment)
System: PS3, remastered in 2014 for PS4
Genre: Action Adventure Survival Horror
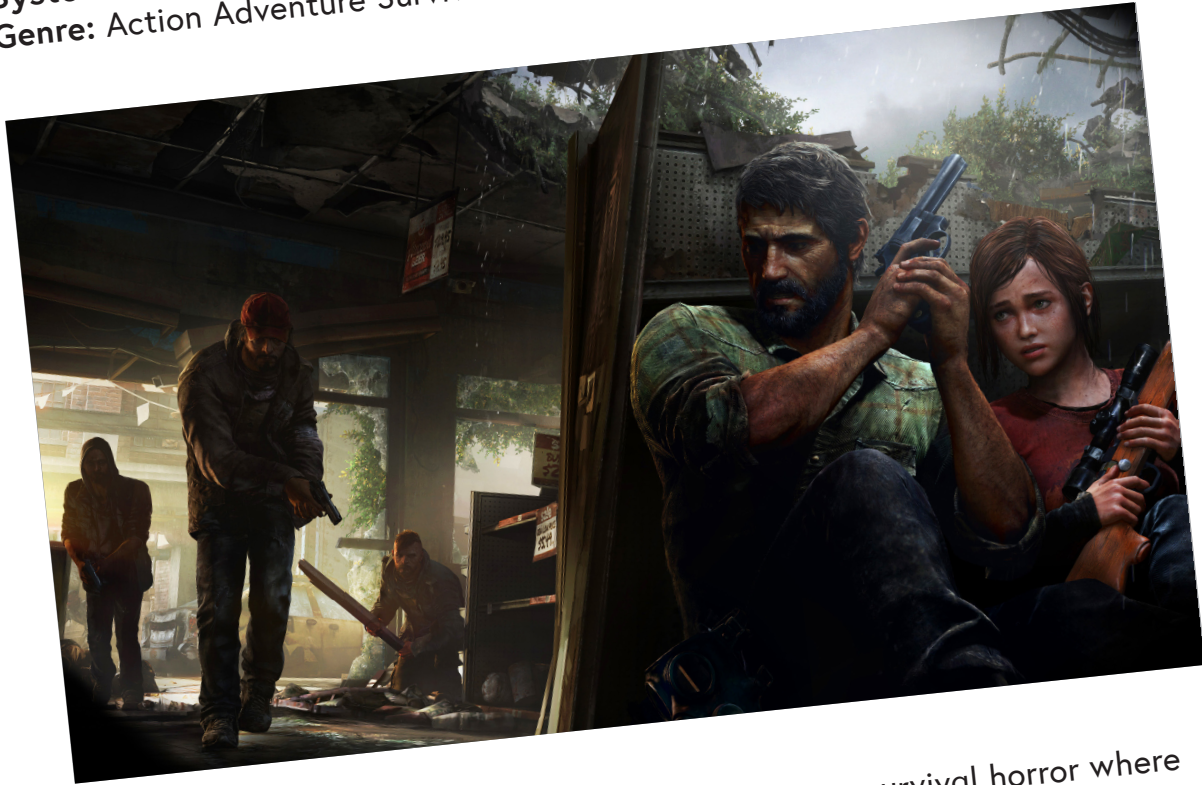
«The Last of Us» is a third-person action adventure survival horror where you control Joel, who has the task to escort Ellie, a special young girl, across a post-apocalyptic United States.

Macro mechanics: You progress linearly through the story when you finish different segments.

Micro mechanics: You explore the world to scavenge items to upgrade weapons and medicine. You fight against and hide from (stealth elements) humans and zombie-like creatures with guns and cutting weapons. You can use the Listen Mode to detect where nearby enemies are. There are also simple puzzles, with floating pallets, ladders or dumpsters. Reward: new cinematics about the story. Punishment: restart the mission.

Links: Metal Gear Solid

Japan, 2014

Professor Layton vs. Phoenix Wright: Ace Attorney

Developer: Level-5 & Capcom
Publisher: Level-5 & Nintendo
Platform: Nintendo 3DS
Genre: Adventure, Puzzle, Visual Novel

In a medieval town where the people live in fear of witchcraft, Professor Layton and Phoenix Wright, along with their assistants Luke and Maya, join forces to face a perilous journey filled with harrowing mysteries.

Macro mechanics: The player investigates the city of Labyrinthia and gathers information from its townspeople by solving puzzles and proving their innocence in court. In cross-examinations, the player will pit one witness' testimony against another's to get the story straight.

Micro mechanics: As Professor Layton, the player moves through town, trains the magnifying glass, searches coins and items, interviews people and solves puzzles. The earned money decreases with each failed attempt. The coins can be spent for unlocking hints in puzzles. As Phoenix Wright, the player has to solve puzzles in the form of conflicting evidence and witness testimony in a courtroom. The goal is to cross examine the witnesses, so the liars dig a deeper hole for themselves. When a witness says something that conflicts with the evidence, the player can toss out an «OBJECTION!» and then select the evidence that will discredit the testimony. It's allowed to testify more than one witness at the same time, so the player can watch how they react to each other, and then question anyone who acts suspiciously.

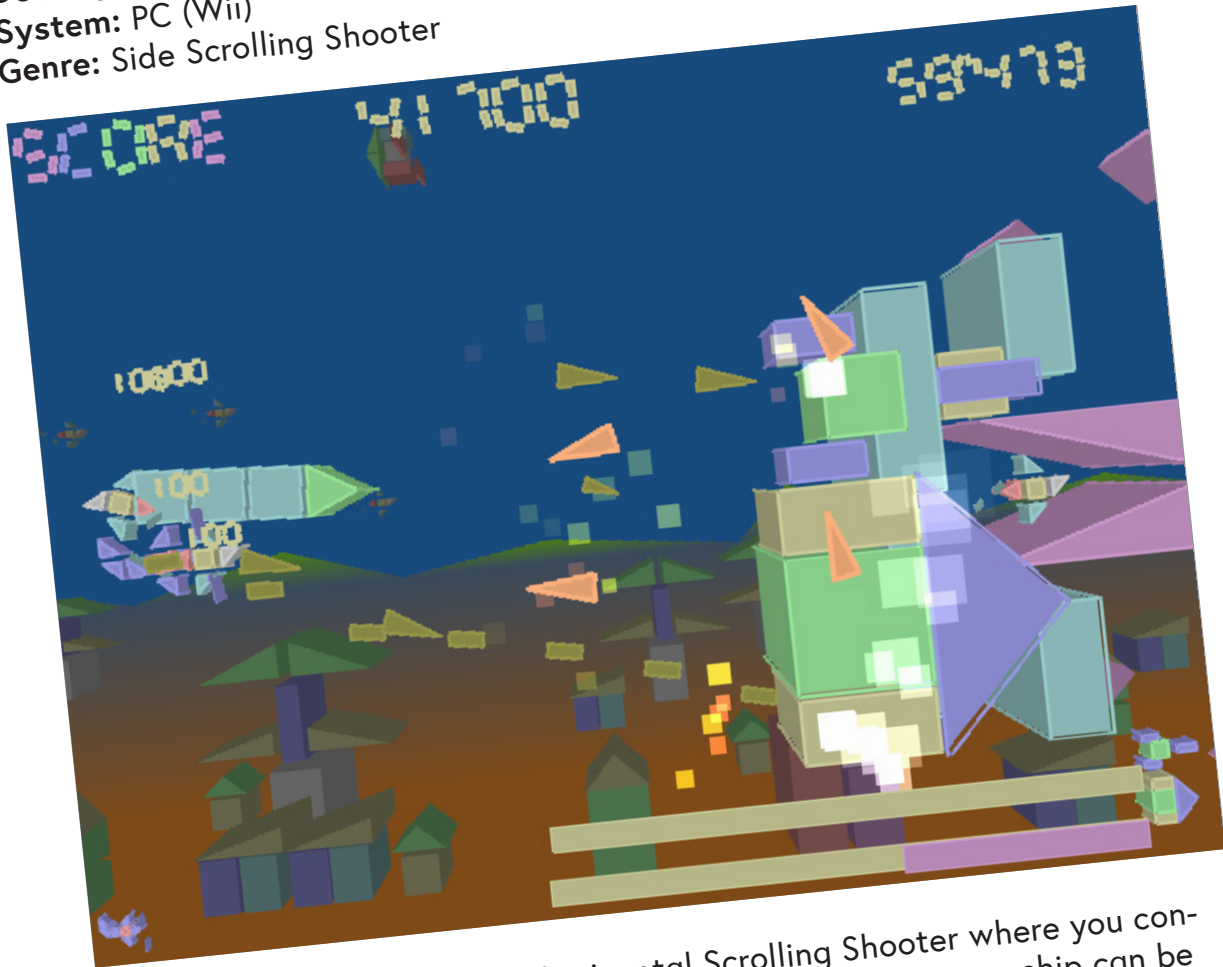**Links:** L.A. Noire, Hotel Dusk Room 215, The Testament of Sherlock Holmes

Japan, 2004

Tumiki Fighters

Developer (Publisher): Kenta Cho (ABA Games)
System: PC (Wii)
Genre: Side Scrolling Shooter

«Tumiki Fighters» is a unique horizontal Scrolling Shooter where you control a sticky little ship. The size and firepower of the players ship can be expanded by attaching destroyed enemies to the ship. It was originally released as free software, and saw a later commercial release in a modified form as «Blast Works» on Wii.

Macro mechanics: As with most Side Scrolling Shooters, the goal is to get through a number of missions while shooting enemies without dying. Beating one's highscore provides motivation to play the game again and again.

Micro mechanics: When shooting enemies, they drop off the screen. If the player manages to touch the parts, they will attach to the ship, adding to its firepower, but also increasing its size. In order to protect a huge ship the player can mimimize and maximize it with the push of a button.

Links: Katamari, Gradius, R-Type

Switzerland, 2015

Farming Simulator 15

Developer (Publisher): Giants Software (Astragon Entertainment, Focus Home Interactive)
System: Mac, Nintendo 3DS, PC, PS3, PS4, Xbox One, Xbox 360
Genre: Simulation Game

«Farming Simulator 15» is a farming simulation video game. The player is able to farm, breed livestock, grow crops, do forestry and sell all assets created from farming.

Macro mechanics: The main goal of the player is to harvest crops and sell them in order to expand the farming enterprise with machines, fields, animals and buildings. The player is free to explore, grow from a choice of several crop types, and invest money in additional fields and equipment. Livestock may be purchased, and then it is up to the player to care for the animals.

Micro mechanics: The player is given missions that involve a simple everyday farming task. If the player successfully completes the task, he is rewarded with a sum of money plus a bonus amount of money based on how quickly the task was completed. There is no punishment for failing a mission.

Links: Ski Region Simulator

Japan, 2015

Super Mario Maker

Developer (Publisher): Nintendo EAD (Nintendo)
System: Wii U
Genre: Level editor, platform
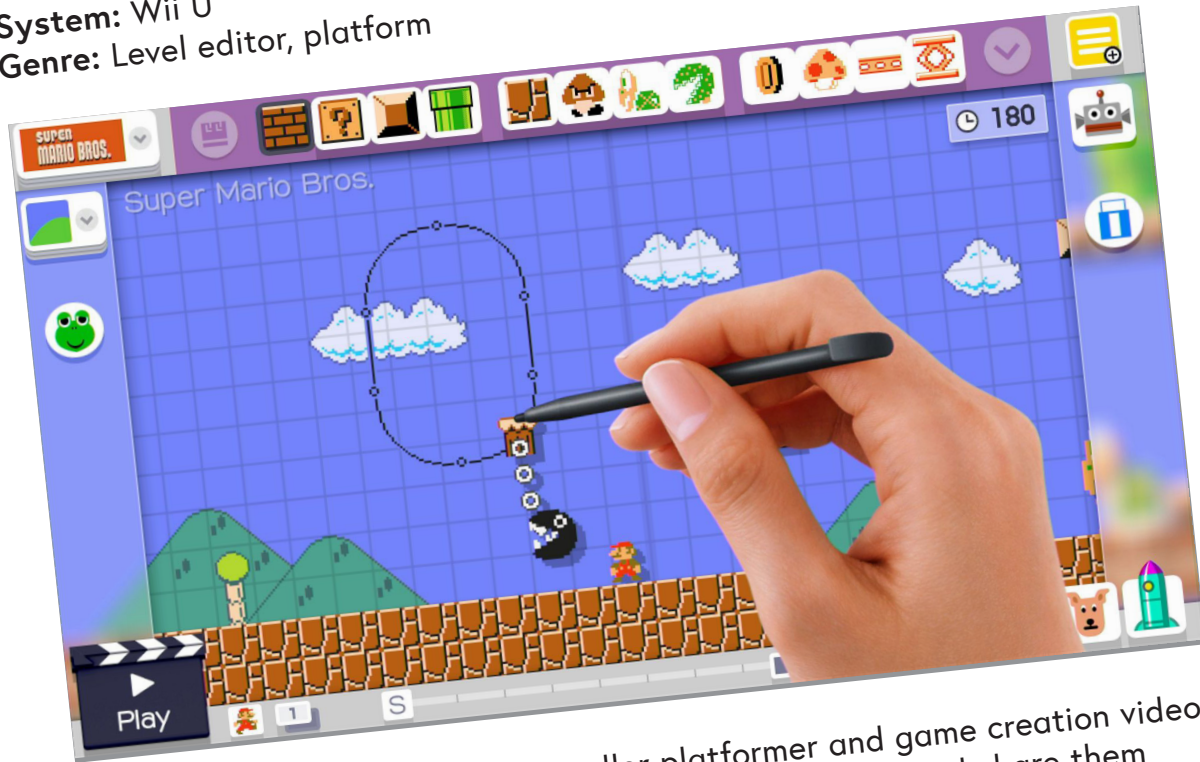
«Super Mario Maker» is a side scroller platformer and game creation video game. Players create and play their own custom levels and share them online.

Macro mechanics: The player is tasked to create a level in the style of the Super Mario Bros. games that is fun to play. The player has to be able to finish the level in order to upload and let other people play it. While playing through levels made by others, the player is given 100 lives to complete 16 courses.

Micro mechanics: While creating the level, the player needs to combine the existing level elements and enemies available in such a way that a challenging and fun level results. When other players like the course, they may «star» it and leave nice comments. The punishment for not getting stars is that the course will not be played by many people.

Links: Little Big Planet

Switzerland, 2015

Cloud Chasers - Journey of Hope

Developer: Blindflug Studios
System: Android, iOS
Genre: Roguelike adventure

«Cloud Chasers» is a story driven survival game about immigration.

Macro mechanics: The player guides a father and his daughter through five deserts full of dangerous events, leading the family from cloud field to cloud field where water can be obtained. The goal is to eventually reach the tower that leads to the cities in the clouds.

Micro mechanics: The player flies to the clouds to collect water before they are harvested by others. The water then can be traded in for equipment that helps surviving. The player fails if one or both family members die and has to restart the game. The ultimate reward is surviving and reaching the end.

Links: FTL: Faster Than Light

United Kingdom, 2014

Lumino City

Developer: State of Play Games
System: Steam (Mac, PC)
Genre: Point 'n' Click Adventure

«Lumino City» stands out with its distinct visual style: The entire game was handmade using cardboard and paper models and stop-motion animations. It is a classic single player puzzle game in the tradition of Point 'n' Click Adventure games. The story is that of the little girl Lumi trying to find her kidnapped granddad.

Macro mechanics: In the role of Lumi, players have to explore environments in and outside of the city walls. Many puzzles must be solved along the way. Each puzzle brings Lumi closer to finding her grandfather while she learns a lot about his interesting life.

Micro mechanics: Using only a mouse, the player can interact with the game world and talk to inhabitants of the city and interact with its surroundings. Often, it is needed to find objects and combine them in unique ways to get story progress.
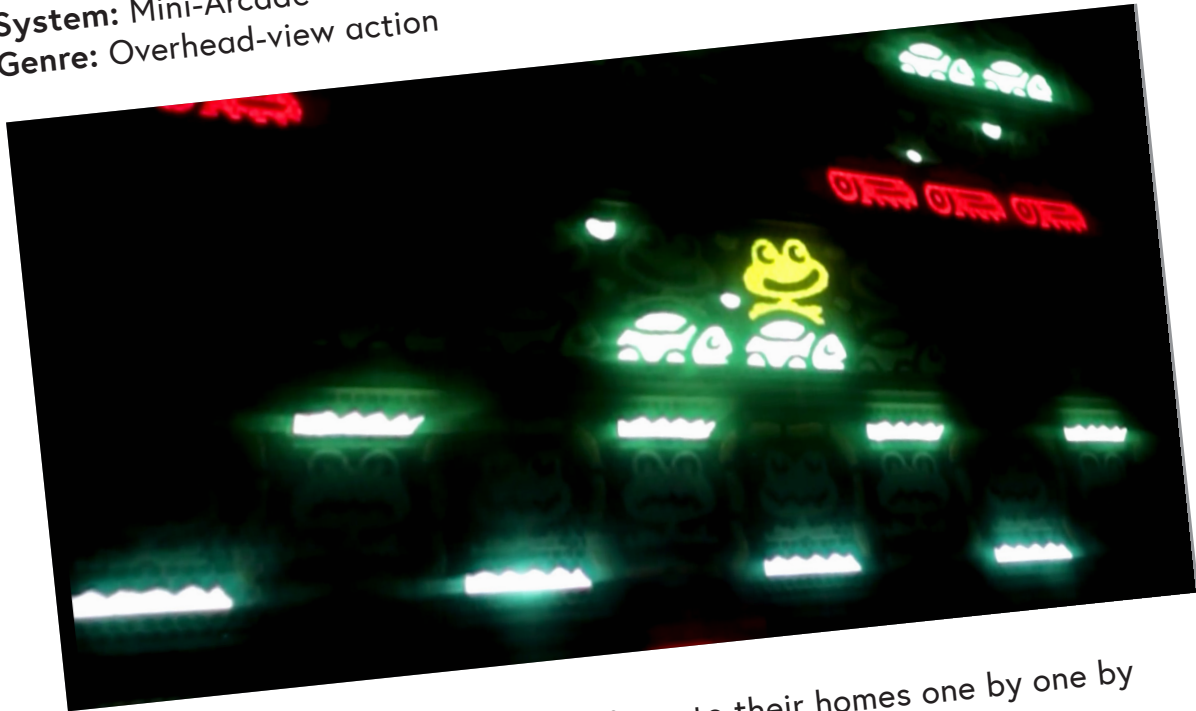
Links: Violet, Monkey Island

Japan, 1982

Frogger (tabletop arcade version)

Developer (Publisher): Konami (Coleco)
System: Mini-Arcade
Genre: Overhead-view action

The object of the game is to direct frogs to their homes one by one by crossing a busy road and navigating a river full of hazards.

Macro mechanics: The player guides a frog from the bottom of the screen to his home in one of the slots at the top of the screen. When all frogs are directed home, the game progresses to the next level with an increased difficulty.

Micro mechanics: The frog can move left, right, up and down. The player has to avoid obstacles (cars and trucks) in the street moving from left to right. For crossing the river the frog can use logs and backs of alligators. When the player loses a life, it is indicated with skull and crossbones where the frog died. Reward: make it across. Punishment: loose a life.
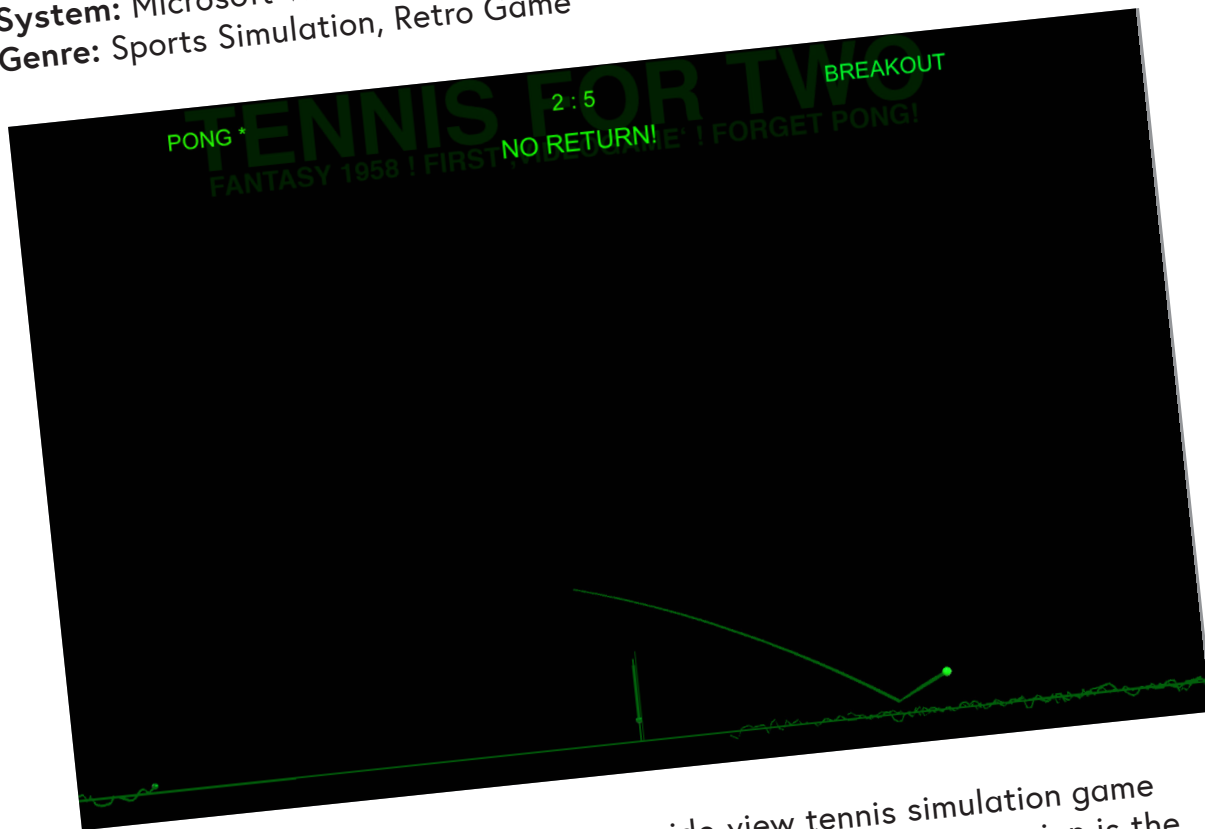
Links: Crossy Road

Switzerland, 2015

TennisForTwo(Thousand)

Developer: Gamelab ZHdK
System: Microsoft Windows, Macintosh
Genre: Sports Simulation, Retro Game

«TennisForTwo» is a local multiplayer side-view tennis simulation game that was the first video game ever developed in 1958. This version is the 2015 remake by Gamelab ZHdK.

**Macro mechanics:** Hit the ball over the net and win the tennis match by achieving ten points first.

Micro mechanics: Hit the ball and indicate its direction. You hit the ball with the A-Button of your controller while you use the left analogue stick to indicate the direction (or angle) of the tennis ball. You can hit the ball anywhere in your own half of the court! Make sure the ball doesn't touch the ground twice or bounces out of reach. Reward: gain a point. Punishment: lose a point.

Links: Tennis For Two (1958), Pong, Breakout

Switzerland, 2015

Feist

Developer (Publisher): Bits & Beasts (Finji)
System: Linux, Mac, PC
Genre: Adventure Platformer
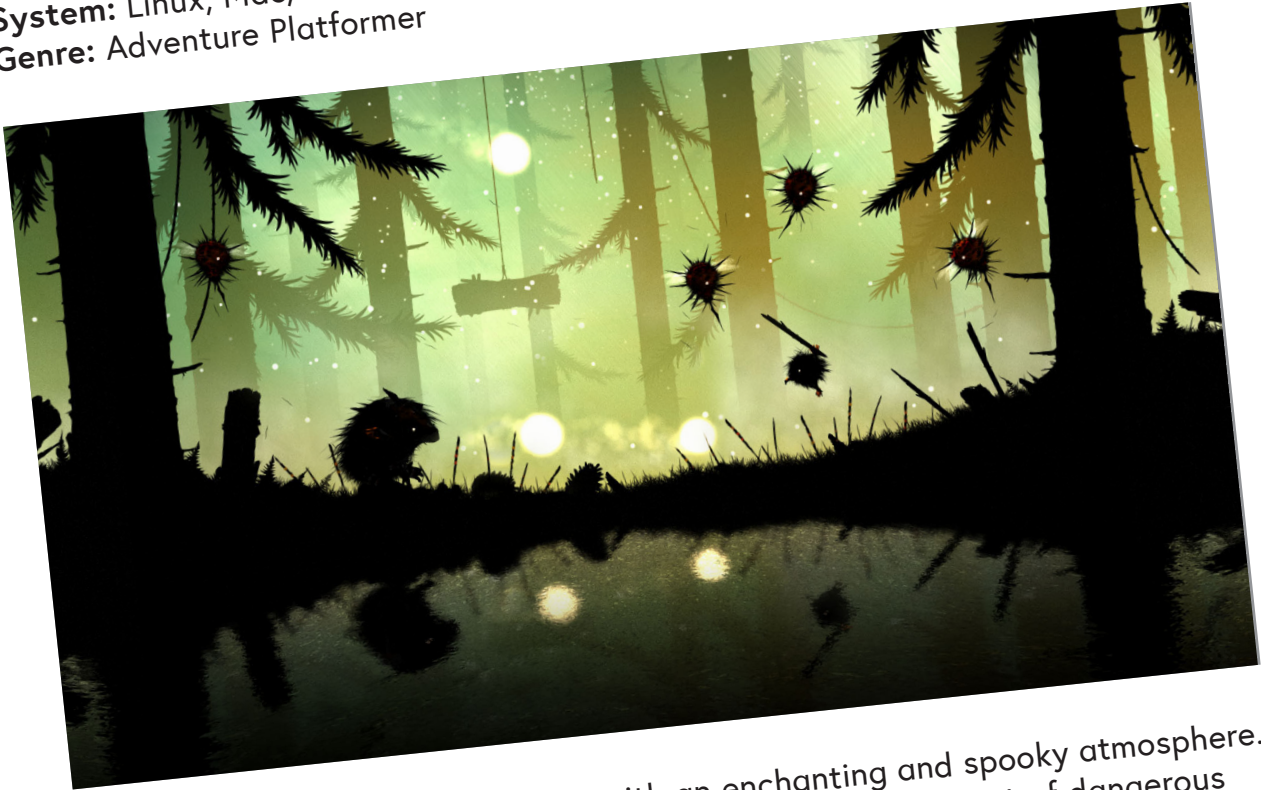
«Feist» is an adventure platformer with an enchanting and spooky atmosphere. You incarnate a little fury creature trying to survive in a forest of dangerous secrets, traps and opponents. The creature attempts to save friends that were kidnapped by bigger creatures.

Macro mechanics: The player steers his fury avatar through the levels, discovering new dangerous enemies and new mechanics on his path to save kidnapped friends.

Micro mechanics: Your avatar can move and jump in a realistic physics driven world. You can take a stick, hit with it or throw it against enemies. You can pick up other objects and throw them. You have to run and fight and hide. You can hide under a tree trunk against flying creatures that shoot stings at you. Reward: going to the next level. Punishment: dying and sent back to last checkpoint.

Links: Feist (2008), Limbo

Switzerland, 2013

Journey of a Roach

Developer (Publisher): Koboldgames (Daedalic Entertainment)
System: Linux, Mac, PC
Genre: Adventure Platformer

«Journey of a Roach» is an Action-Adventure game set in a post apocalypse world. You join Jim and Bud on their journey to the surface of the earth and experience what it truly means to be a cockroach.

Macro mechanics: The goal of the game is to get out of the underground world and bring the story to an end. Entering different rooms on the way to the surface of the earth, the player's logic skills are tested with increasingly complex puzzles.

Micro mechanics: Picking up items, combining them and using them in specific places is the key to progression. The same mechanics are used repeatedly but in changing context and story settings. Being a roach opens up a new dimension of movement and lets the player crawl along walls and ceilings. This innovative game mechanics creates opportunities for an exciting new puzzle design. Figuring out a puzzle is rewarded by story progress and cutscenes. As punishment you remain stuck in the same room.
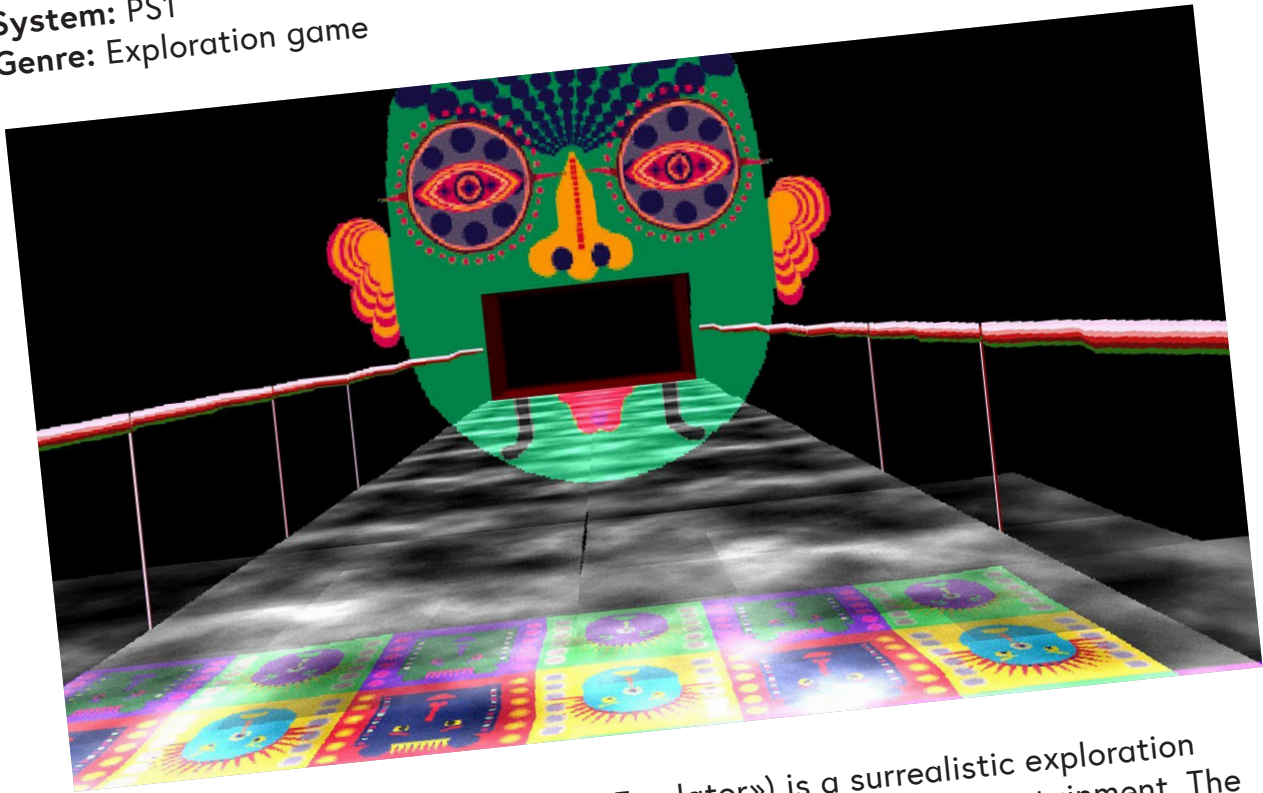
Links: Deponia

Japan, 1998

LSD: Dream Emulator

Developer: Asmik Ace Entertainment
System: PS1
Genre: Exploration game

«LSD» (also known as «LSD: Dream Emulator») is a surrealistic exploration game based on a dream journal of an artist at Asmik Ace Entertainment. The game has earned itself a small cult following due to the eccentric nature of the game and its content.

Macro mechanics: In «LSD», the player navigates through a psychedelic dream world. The idea is simply to walk around and explore things in a dream environment. If the player bumps into walls or other objects in the game, he will be transported to another environment. Each dream can last up to ten minutes, after which the player will wake up and is sent back to the main menu.

Micro mechanics: The game is set in a first-person environment. The player may use the left and right directional buttons to look and change direction, the up and down buttons to initiate or reverse movement, the front shoulder buttons to turn around, and the back shoulder buttons to strafe left or right. The player may also hold the X-button while moving to run, the square-button to look down and the triangle-button to look up. If the player falls off a cliff or into a hole in the dream, they will wake up immediately. A graph that appears at the end of each dream keeps track of the player's state of mind; the states are upper, downer, static and dynamic, referring to the environments and the general feel of the dream the player just went through. Past states may have effects on later dreams.

Links: Proteus

Japan, 1981

Frogger (Board game)

Developer (Publisher): Sega (MB Milton Bradley)
System: Board Game
Genre: 2 player board game

The goal of the board game is to bring three own frogs to the opponents side by crossing busy roads and a river.

Macro mechanics: Each turn, a player spends his movement points either to move his frogs to the other side of the board, or to move logs and cars in an attempt to block or squash the other player's frogs.

Micro mechanics: The active player gets movement points according to the dice result. By spending one movement point, he can move a frog one field forward, left or right or move a car or a log within its lane. A frog cannot cross a field that is occupied by a car or another frog. If a frog gets on a log that shows a fly icon, it must immediately move forward two fields. If a car or a log hits a frog, the frog must start again on the baseline. If the dice shows a frog symbol, all frogs move two fields forward. If the dice shows a log symbol one log can be turned so that the fly icon either appears or disappears.

Links: Crossy Road

Switzerland, tba

Niche -
a genetics survival game

Developer: Philomena Schwab, Team Niche
System: Android, Browser, iOS, Mac, PC
Genre: Simulation, Strategy, Puzzle

«Niche» is a mixed genre game about population genetics. The player shapes an animal tribe to find its own ecological niche.

Macro mechanics: The main objective is to keep the tribe alive through dangers like hungry predators, climate change and sickness. Resource management and smart breeding, which is based on real genetics, are the main mechanics of «Niche». The worlds and animals are procedurally generated.

Micro mechanics: «Niche» is played from a top-down perspective, giving the player a god-like view over the board. Rounds are represented by a day-cycle consisting of dawn, daytime, dusk and nighttime. All animals of the tribe can be moved and used to perform certain actions (collecting food, scouting new fields, mating, attacking a predator, etc). Animals have a limited lifespan which means having offspring is essential. An animal's characteristics are defined by its genes which are passed on to the next generation. The player is rewarded with gene points for completing given tasks and for producing offspring. Gene points can be used to unlock new genes which increase the gene diversity in the world. Punishment comes in form of animals dying and dwindling resources. If the tribe goes extinct, the player has to start again in a newly generated map, keeping the unlocked genes.

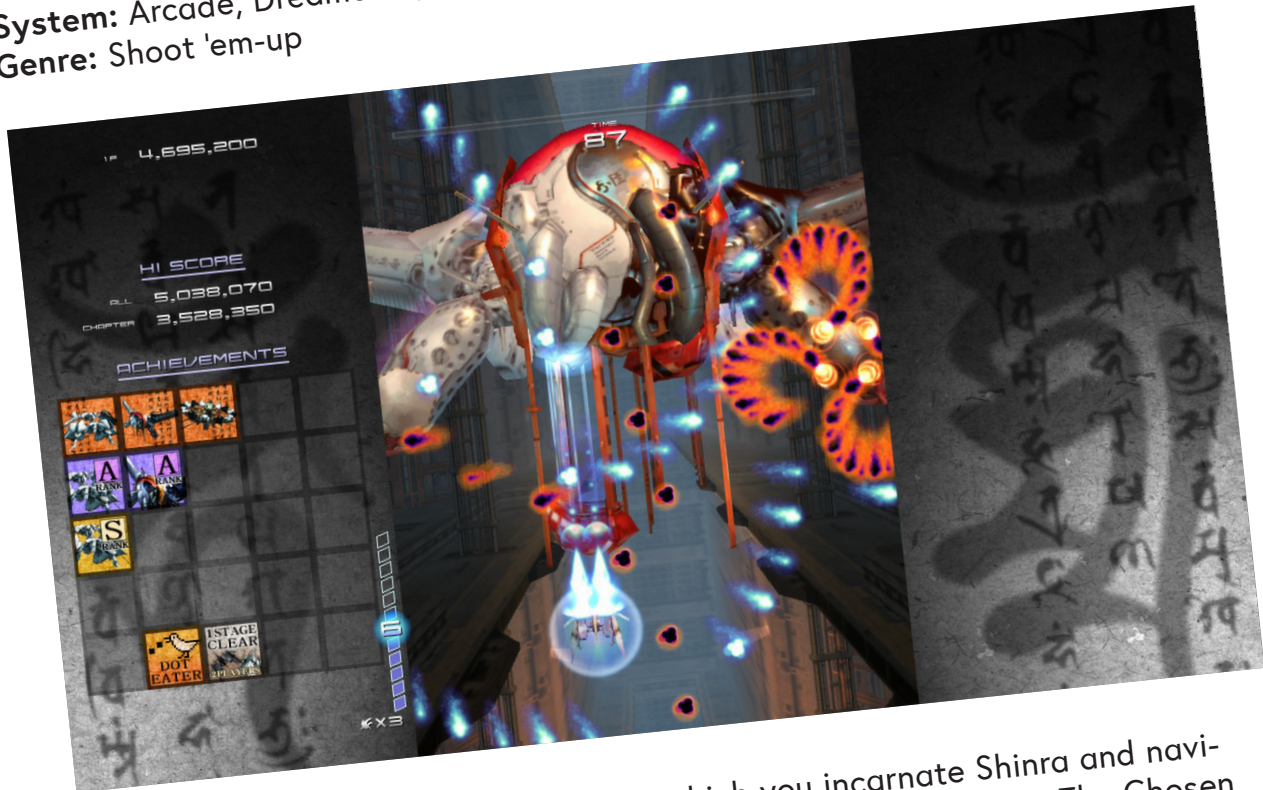**Links:** Shelter, Creatures, Tamagotchi, Curious Expedition

Japan, 2001

Ikaruga

Developer: Treasure
System: Arcade, Dreamcast, GameCube, Xbox Live Arcade, Steam (PC)
Genre: Shoot 'em-up

«Ikaruga» is a vertical Shoot 'em-up in which you incarnate Shinra and navi-gate a bichromatic ship called the Ikaruga to defeat the Horai, «The Chosen People».

Macro mechanics: Shooting other space ships. Scoring and progressing through different levels.

Micro mechanics: The Ikaruga can shoot and move. The main feature of the game is the fact that the Ikaruga can change color between white and black. This means that if white projectiles hit the Ikaruga when it is white, instead of being damaged, the Ikaruga will absorb them and convert them into energy for special weapons (it also works for black projectiles with black Ikaruga). When you destroy three ships of the same color successively, you gain a chain point. You then can add another chain point by again destroying three ships of the same color, doubling the initial score of 100 for each chain point. Reward: scoring, achievement. Punishment: Game over, start from the beginning of the game.

Links: Radiant Silvergun, Silhouette Mirage

United Kingdom, 2013

Tearaway

Developer (Publisher): Media Molecule (Sony Computer Entertainment)
System: PS Vita
Genre: Jump 'n' Run

«Tearaway» is a Jump 'n' Run game which makes unique use of almost all of the PS Vita's features. The god-like player can stick his fingers through Tearaway's papercraft world, apply new skins to animals by taking pictures with the camera or occasionally use the Vita as a viewfinder to take in-game pictures.

Macro mechanics: The messenger Atoi has a unique message to be delivered to the player, who is referred to as «the You» in the game. A number of Jump 'n' Run levels has to be completed on Atoi's quest to reach his goal. Each level includes a number of side-quests which can be completed to reach a perfect score. For example, the player can find instructions for many of the game's papercraft models to be built with real paper and scissors.

Micro mechanics: «Tearaway» is a classic platformer where the player has to jump and defeat opponents with an ever increasing arsenal of abilities. The frequent interactions with camera, touch sensors, microphone or gyros-cope-controls add another playful layer to the game, which enhances the gameplay experience in a very playful and meaningful way. For example, the user can stick his finger through the paper-thin game by touching the Vita's rear touchpad to defeat enemies or move platforms to help Atoi.

Links: Double Dragon, Teenage Mutant Ninja Turtles

Japan, 1989

Golden Axe

Developer (Publisher): Sega AM1 (Sega)
System: Arcade, Mega Drive, Remakes on many other platforms
Genre: Hack 'n' Slash

«Golden Axe» takes place in a high-fantasy setting that heavily borrows from Conan the Barbarian. The player can choose one of three fighters to fight his way and rescue the king and princess of the kingdom of Yuria from the fangs of Black Adder. Makoto Uchida was the primary developer of the game. He was also responsible for the creation of «Altered Beast».

Macro mechanics: As usual for the Hack 'n' Slash genre, the player has to battle through side scrolling levels, trying not to die before reaching the end. By employing weapons, jumping or using magic, players can attack opponents. Occasionally, players will be able to ride on fantastic beasts that add extra attacks and protection.

Micro mechanics: The game is played using the Joypad and 3 buttons which trigger jumping, attack and magic. Each beast features different attacks, and the player has to learn which attack can be used to beat an opponent. Magic attacks hurt all enemies on the screen. The force of this magic depends on the amount of magic power currently available. Magic is collected by kicking little sprites who drop magic potions.

Links: Double Dragon, Teenage Mutant Ninja Turtles

Japan, 2001

REZ

Developer (Publisher): United Game Artists (Sega)
System: Dreamcast, PS2
Genre: Rail Shooter
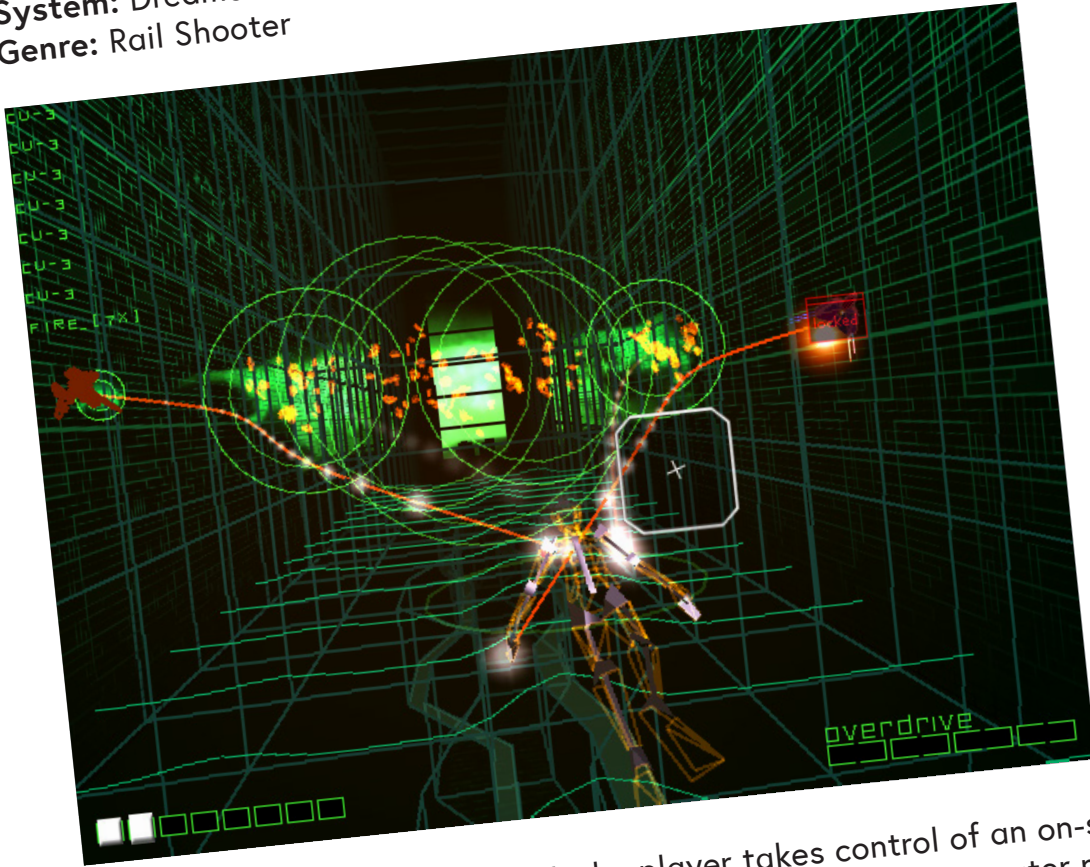
«REZ» is a Rail Shooter in which the player takes control of an on-screen avatar traveling along a predetermined path through a computer network. The goal of the game is to hack into an artificial intelligence named Eden to reboot it in order to avoid a catastrophe. Instead of the usual sound effects and dialog, player actions generate beat and enhance the game's electronic soundtrack. «REZ» was created by Tetsuya Mizuguchi, who is also responsible for other music games like «Space Channel 5» or «Lumines».

Macro mechanics: The player has to beat five main areas by defeating viruses and other attackers trying to prevent Eden's shutdown. The game's levels run on rails, the player can only control enemies he targets with his shots.

Micro mechanics: The player targets foes by holding a lock-on button while moving an aiming reticule over up to eight enemies. Once the lock-on button is released, the avatar fires shots that home in on each target. Getting hit or failing to kill an enemy reduces the player's current evolution level by one and changes the avatar's form.

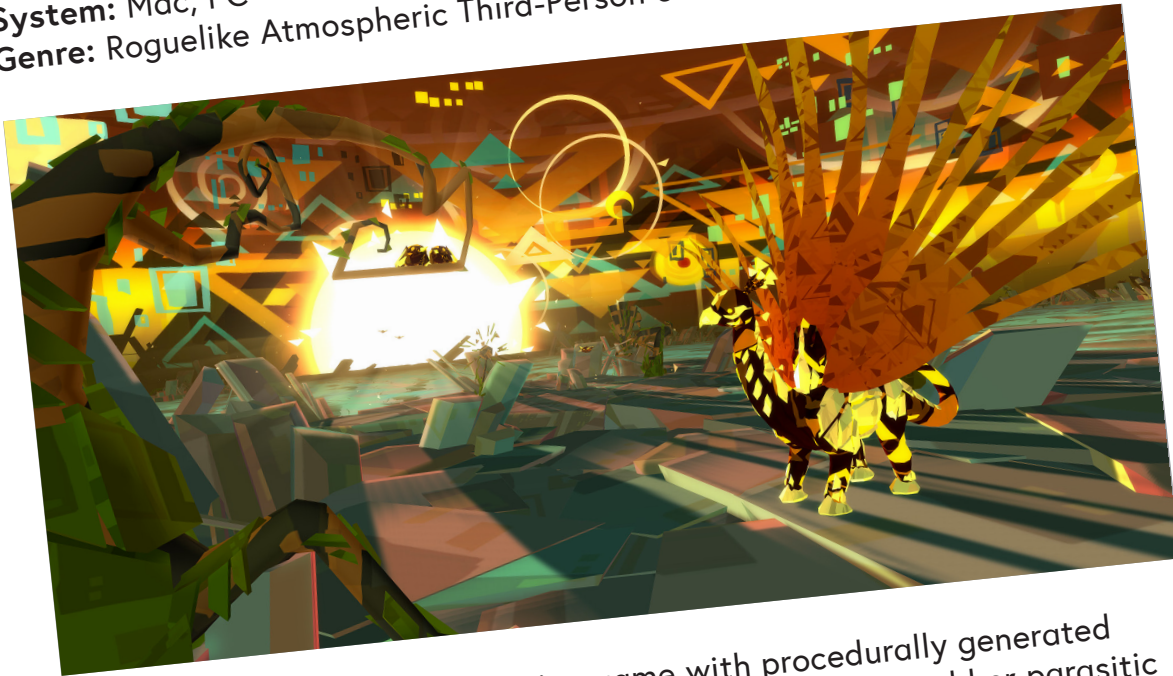**Links:** Panzer Dragoon, Child of Eden

Switzerland, 2015

Panakeia

Developer: Martina Hugentobler, Alice Ruppert
System: Mac, PC
Genre: Roguelike Atmospheric Third-Person Shooter

«Panakeia» is a challenging action game with procedurally generated levels in which the player assumes control of a saildoe and her parasitic companion. The two creatures travel through a world of eternal sunset in hope of freeing its inhabitants from a disastrous substance which turns peaceful creatures into ferocious beasts.

Macro mechanics: The goal of the game is to survive for as long as possible and break the highscore. Each level is composed of an increasing number of islands. To proceed to the next level, the player has to find the 'boss' island and clear it from hostile creatures and the infectious substance.

Micro mechanics: To heal the aggressive creatures from their infection, the player spits an antidote at them and evades their attacks. Other creatures need to be interacted with on time or escorted home.

Links: Rogue, Fate of Hand

United Kingdom, 2002

BlackShades

Developer: Wolfire Games
System: Mac, PC
Genre: Tamagotchi Shooter

«Black Shades» is a bodyguard game (Tamagotchi) in special low-po-lygon look. In a large city during rush hour, the player has to protect his client (white figure) against attackers.

Macro mechanics: You have to kill the assassins before they kill your client. The client's path is not predictable. It is also unpredictable which pedestrian is going to mutate next into an assassin. Depending on the level, the task has to be solved with different weapons (knife, pistol, sniper rifle, ...).

Micro mechanics: If a passerby becomes an assassin (he draws a gun and aims), the player needs to kill him as soon as possible. Bullet Time helps to remain calm. The player is rewarded with collapsing assass-ins, longer playtime and the certainty of having prevented a murder. He is punished with having to see his client die and game over.

Links: Tamagotchi

USA, 1980

Missile Command

Developer: Atari, Datasoft
System: Atari 2600
Special Controller: Le Stick
Genre: (Defense) Shoot'em-up
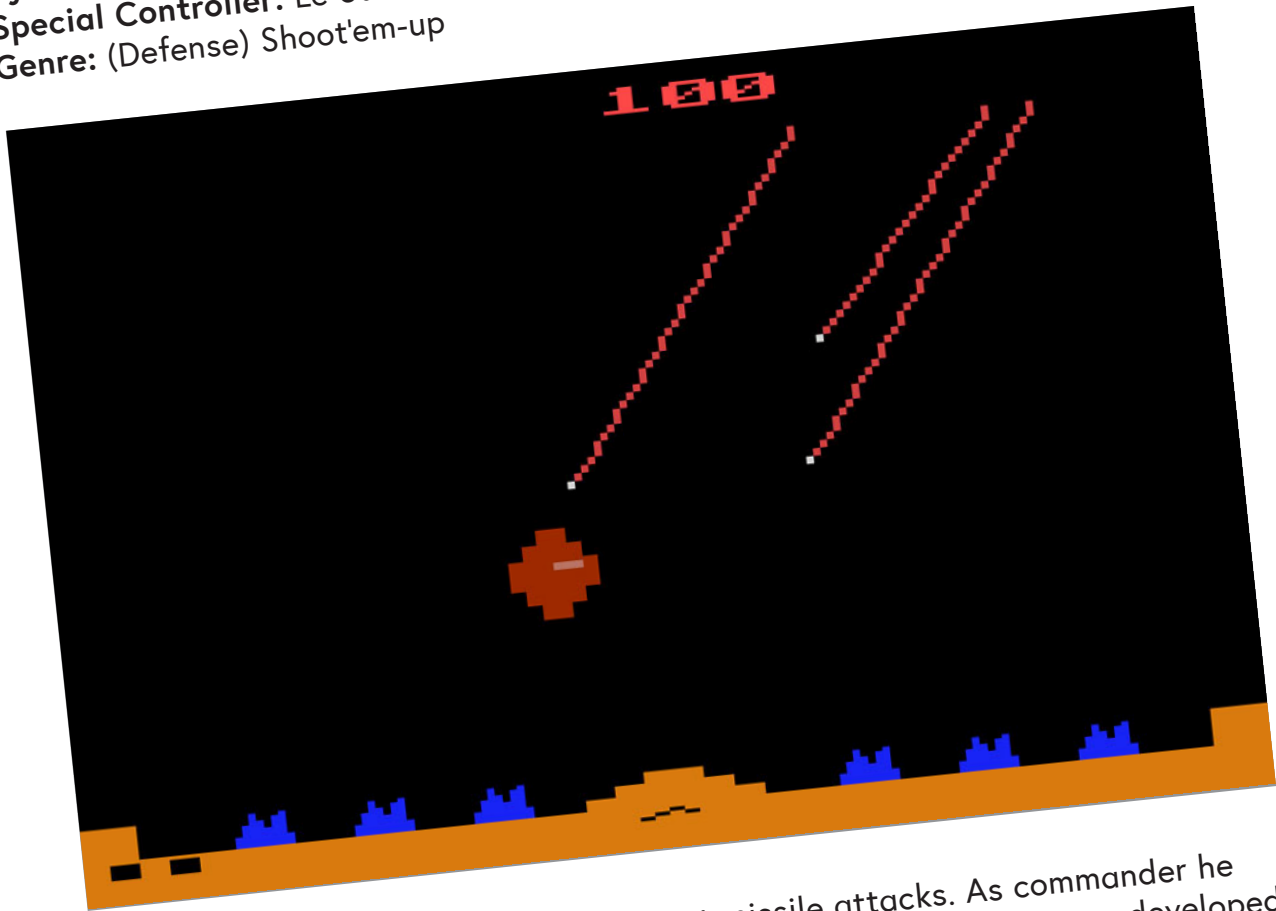
The player must defend his cities against missile attacks. As commander he uses his anti-missile batteries. The special controller «Le Stick» was developed by Datasoft in 1981 and is the first motion sensitive joystick controller. «Le Stick» has a mercury core. When you move «Le Stick», the mercury shifts and sends a signal to the console as to the direction the controller is moving.

Macro mechanics: You must stop the ballistic missiles raining on your cities. There are six cities to defend. You intercept each missile individually.

Micro mechanics: You intercept the missiles in moving a crosshair across the sky and pressing the button at the right moment. If you aimed and timed right, the explosion of your counter missile destroys the incoming missile. All three batteries have ten missiles. The central battery has faster missiles. Only those can kill smart bombs. Reward: Survive and get to the next level. Score enough points to get a bonus city. Punishment: empty batteries, less control, destroyed cities.

Links: Space Invaders, Galaga

(Russia, 1984) USA, 1989

Tetris

Developer: Alexey Pajitnov, Nintendo
System: Arcade, C64, Game Boy, PC etc.
Genre: Endless Puzzle
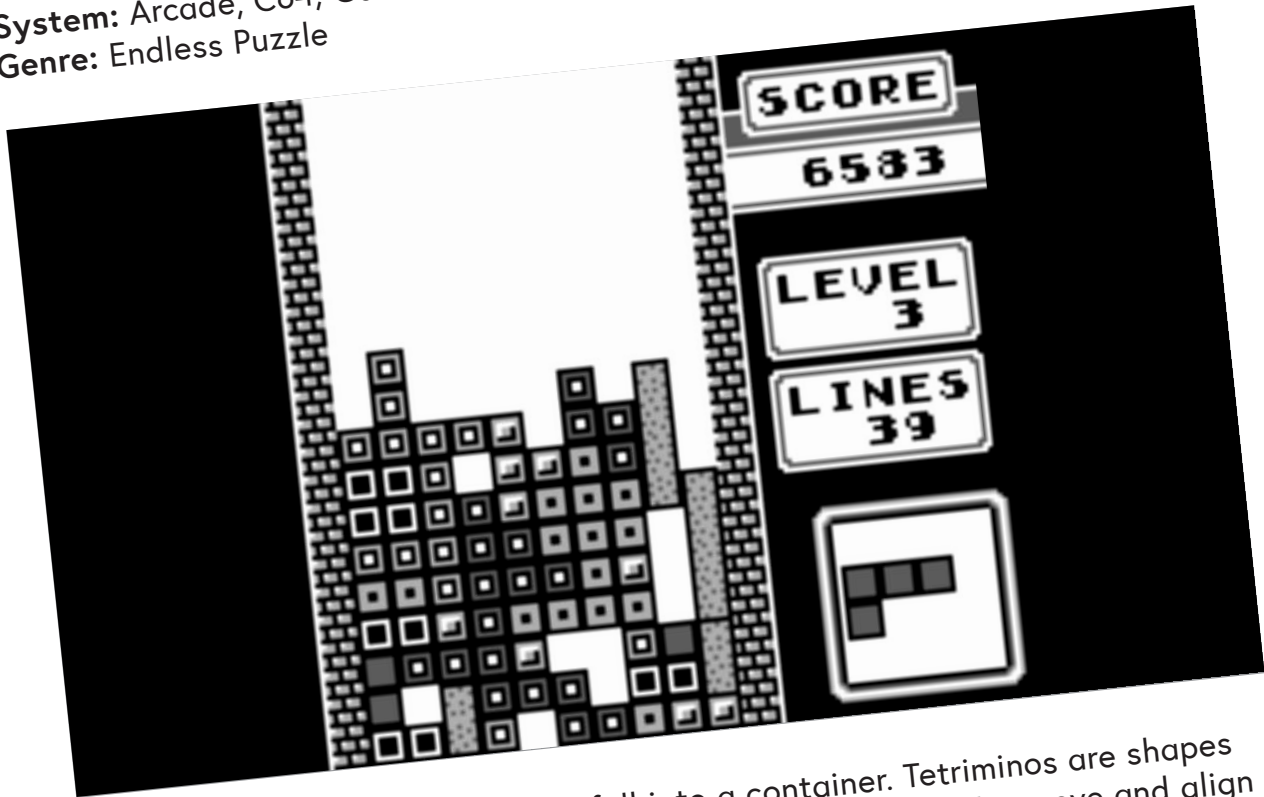
A random sequence of Tetriminos fall into a container. Tetriminos are shapes with four square blocks. There are seven different shapes. You move and align them into lines.

Macro mechanics: Align the different blocks that fall down into the container. Try to fill individual lines. Each finished line will disappear and give points.

Micro mechanics: You need to manipulate the shapes while they fall down, by moving each one sideways and rotating it by 90 degree units. The objective of the game is to create horizontal lines of ten units without gaps. When such a line is created, it disappears, and any block above the deleted line will fall. Avoid filling up the container. A small window shows you what piece is next. The game is either endless or you can reach higher levels with faster pieces. Reward: Highscore, disappearing line, double lines etc., positive sound, next level, points. Punishment: high piles, less time to control, less possibilities to align, negative sound, overflowing, game over.

Links: Pentomino, Hexic

USA, 1983

Spike

Developer: GCE
System: Vectrex
Genre: Action Platformer

Spike's girlfriend Molly has been kidnapped by his evil nemesis Spud! Spike must rescue her while climbing ladders, jumping platforms, and avoiding the denizens that are out to cause Spike's demise. Spike is a vector-graphic game designed as a pseudo 3D Platformer.

Macro mechanics: Spike has to save Molly. Spike starts out at the bottom of the game screen. There are three sets of platforms that he must climb to make it to the top to reach Molly. The platforms move from side to side and Spike must place ladders as the player(s) feel fit will best help him make it from one level of platforms to the next.

Micro mechanics: The first level has no enemies. As soon as Spike reaches Molly, she gets recaptured by Spud. In level 2 Bouncers are introduced as opponents. They have to be avoided or kicked away. In level 3 Birds are introduced and platforms move faster. Punishment: Spike will lose a life if he falls through the spaces. Reward: An extra life is awarded with every 10,000 points.

Links: Donkey Kong

Switzerland, 2015

FAR

Developer: Don Schmocker
System: Mac, PC
Genre: Vehicle Adventure

In «FAR» the player controls an extraordinary vehicle across the endless desert of a dried out sea. The driver and the vehicle have to drive together through a desolated world, its dangerous weather and towards an unknown end.

Macro mechanics: The driver has to keep the vehicle running as long as he can. The vehicle has an engine mode and a sailing mode.

Micro mechanics: Inside the vehicle, the driver has to push the gaspedal or the break. In engine mode, she has to provide enough energy for the burner. When there is wind, she can set the sail from the rooftop. The functions have to be accessed via buttons in different locations. The driver has to move around, use a lift and even leave the vehicle to pick up energy boxes. Reward: extended ride. Punishment: vehicle runs out of energy and runs aground.

Links: Journey

Switzerland, 2015

Monocular

Developer: Helen Galliker
System: Mac, PC
Genre: Experimental Adventure
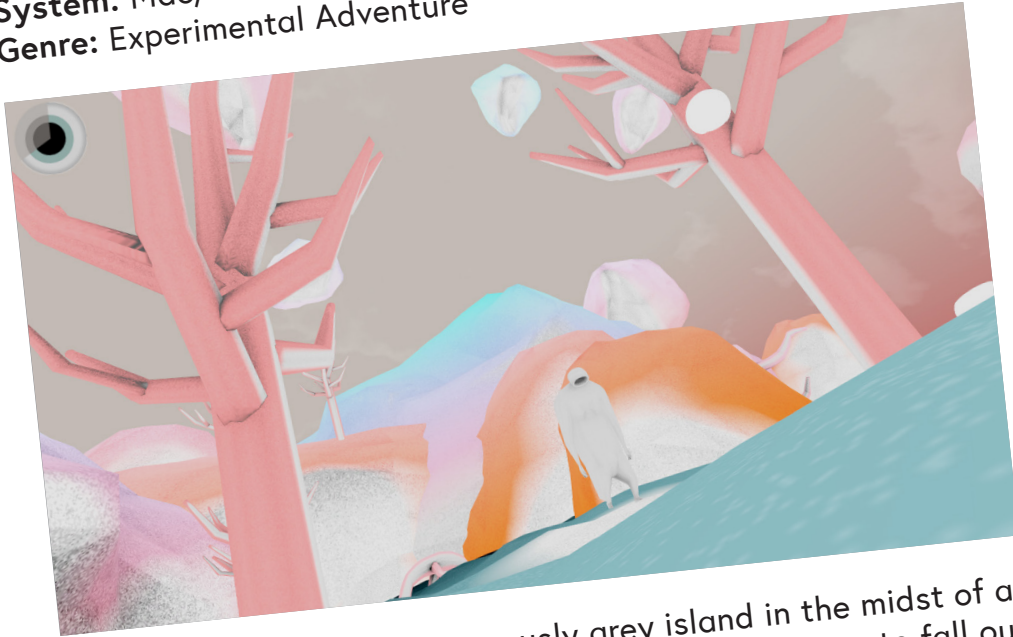
A cyclops lives on a monotonously grey island in the midst of a black sea. One day, he falls down a ledge, which causes his eye to fall out of its socket. From this day on, the cyclops can throw his eye around the island and thereby view his world from another perspective.

Macro mechanics: A grey veil has covered the whole island. The player needs to get rid of it by changing his point of view.

Micro mechanics: The game has a first-person view whereby the camera represents the cyclops' eye. The body and the eye are separately control-lable. The whole world is two-sided with the grey side always pointing at the cyclops' body. Thus, the player can see the other side of the world just if he throws his eye away from the body. He needs to interact with the hidden side of the world to get rid of the grey veil.

Switzerland, 2015

Violet – pale noise

Developer: Melanie Vetterli
System: Mac, PC
Genre: Point 'n' Click Adventure

A pale and silent noise is in the streets. It's that scratchy sound you hear, when an ominous curse befalls a town. Only a mysterious girl with her violin seems to know how to expel the undesired guest. But first, she has to find it!

«Violet - pale noise» is a Point 'n' Click Adventure entirely handmade with the stop motion technique.

Macro mechanics: The player must find the origin of the curse that has befallen the town, and find a cure. He has to talk to the locals and solve different puzzles to get more information about the curse.

Micro mechanics: Violet is controlled exclusively with the right mouse button. The player interacts with the game world, with people and with objects to progress. Violet's violin case serves as inventory. Collecting and using objects and playing music are the key to solve the mistery.

Links: Lumino City, Cletus Clay, The Dream Machine

Chip's Challenge

Developer (Publisher): Chuck Sommerville, Epyx (Atari)
System: Amiga, Amstrad CPC, Atari Lynx, Atari ST, Commodore 64, MS-DOS, PC, ZX Spectrum
Genre: Puzzle
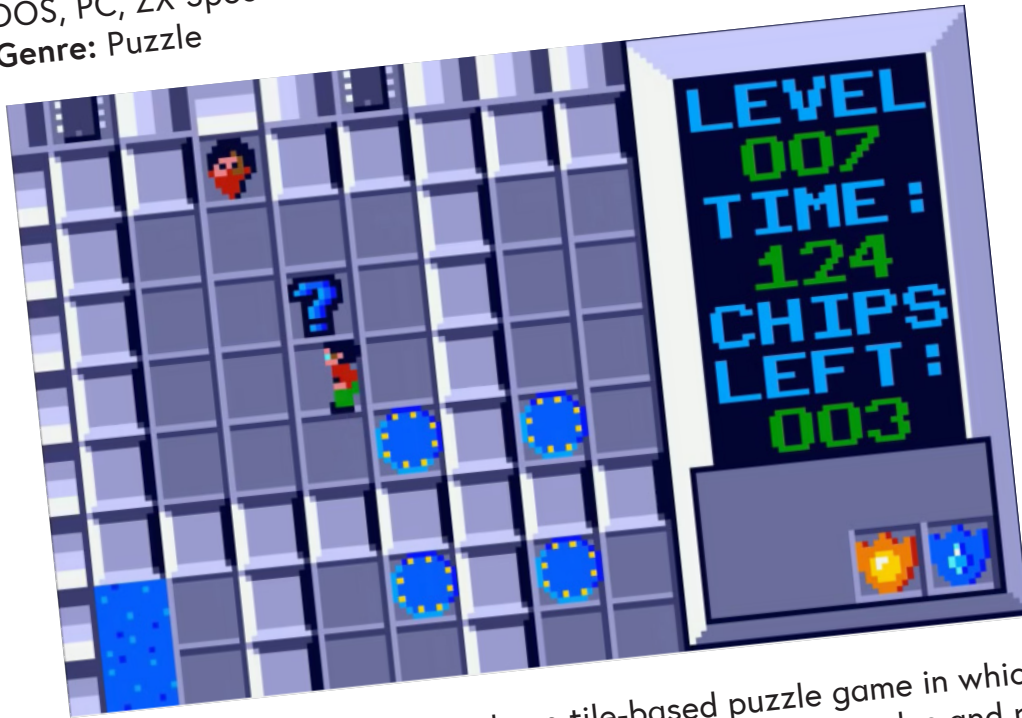
«Chip's Challenge» is a top-down tile-based puzzle game in which you navigate Chip McCallahan through 148 mazes full of obstacles and puzzles. You control Chip in four directions using the joystick or keyboard.

Macro mechanics: To complete a level you need to collect enough chips to open the chip socket at the end of the level. In order to reach those chips, you will have to use tools such as keys, and special shoes to bypass obstacles. Chip will have to manipulate switches and use dirt blocks to build bridges across waterways, avoid enemy creatures and be back to unlock the level exit chip socket before time runs out.

Micro mechanics: When completing a level you receive additional 10 points time bonus for every second remaining on the clock. Additionally you receive a level bonus that is dependent on how many lives you needed to complete the level. Reward: bonus score. Punishment: smaller bonus.

Links: Lands of Havoc, Shackled

Switzerland, 2015

Panda Lost In Space

Developer (Studio): Goran Saric (Mr. Whale's Game Service)
System: Android, iOS
Genre: Orbital Platformer

Because a little panda didn't share his last piece of bamboo, his girlfriend got super upset and literally exploded with rage. The explosion catapulted her out of earth's gravity, and she has been lost in space ever since. Equipped with a rocket and a magnet, the panda tries to find her in outer space by using gravitation forces wisely to maneuver through galaxies.

Macro mechanics: The player needs to accomplish all levels and to follow the tracks of panda's girlfriend to be able to find her in space.

Micro mechanics: By holding the rocket button, the panda starts to get into an orbit around his take-off planet. Once the panda is orbiting, the player can apply rocket emissions and magnet forces to navigate and to slalom the panda around neighbour planets to get further. To reach the new galaxies, the panda needs to land on the galactic porthole at the end of each level.

Links: Sunburn, Angry Bird Space

Switzerland, 2015

Wizball

Developer (Publisher): Sensible Software (Ocean Software)
System: Amiga, Atari ST, Amstrad CPC, Commodore 64, DOS, Thomson
MO5, ZX Spectrum
Genre: Shoot 'em up

«Wizball» is a side scrolling Shoot 'em up in which you control a wizard in a spaceship-like ball. You (Wiz) and your cat companion Nifta will shoot down enemies, pick up the colors they drop and upgrade your spaceships for better maneuvering and shooting capabilities.
«Wizball» features a two player cooperative mode where the second player controls the movement of Nifta. Multiple levels are played in parallel and you will be required to go back and forth to collect specific colors.

Macro mechanics: Each level starts out gray and you need to mix the requested color to complete it. You can collect color by shooting a certain type of enemy and picking up the color drop afterwards with the help of Nifta. First you have very limited movement and need to upgrade your Wizball to be able to move freely and receive Nifta. By holding down the fire button, you can control Nifta. This way you can shoot the enemies with Wizball and at the same time collect the color drops with Nifta. Once a color pot is completed, the level is colored in by the wizard. As the levels get harder, you will have to start mixing colors for more complex color combinations.

Micro mechanics: When the required color drops are collected, you enter a bonus level where you can gain upgrades or extra lives and increase your score. After this you can chose an upgrade to make it permanent, even after losing a life. Reward: bonus score/lives/upgrades. Punishment: no bonus.

Links: Gradius

USA, 1990

Minesweeper

Developer (Publisher): Microsoft (Microsoft)
System: Windows 3.1
Genre: Puzzle
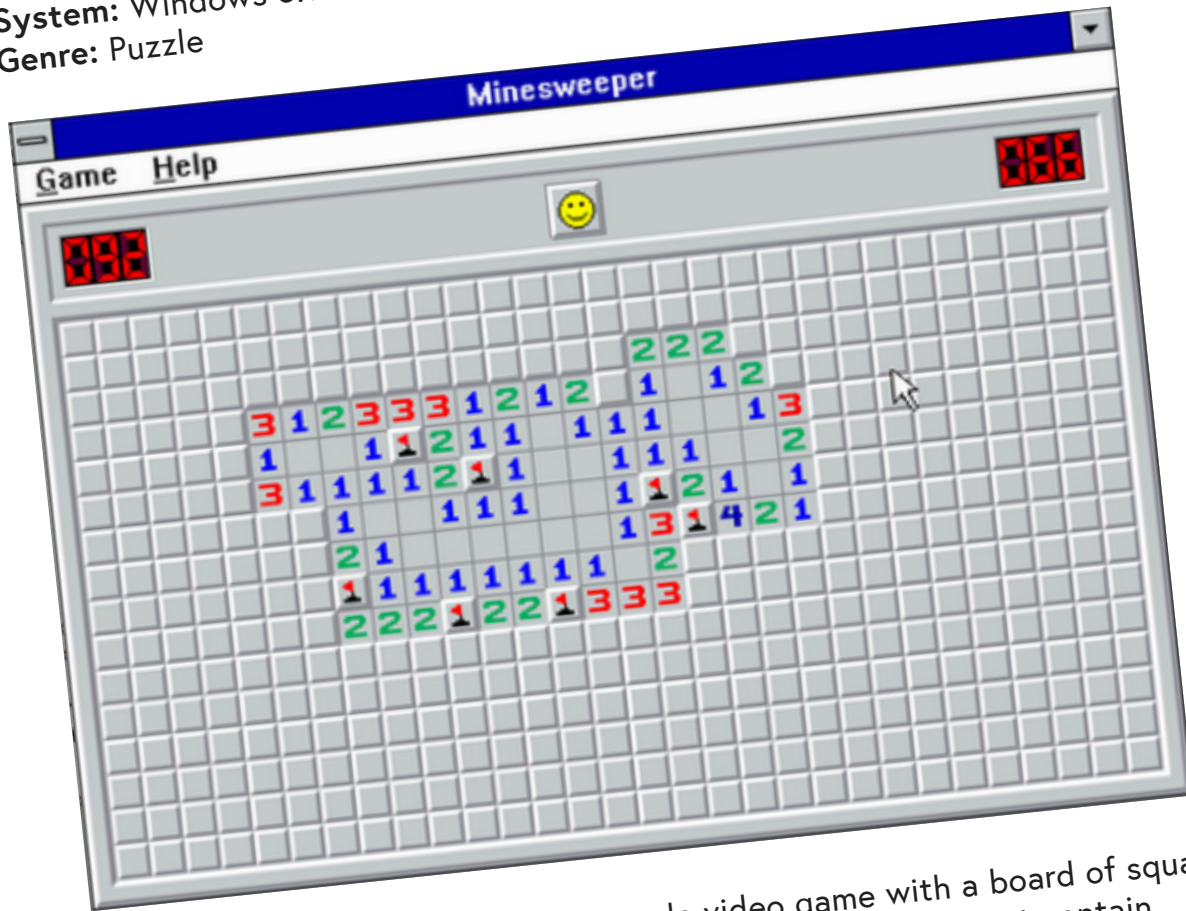
«Minesweeper» is a single-player puzzle video game with a board of squares. The goal of the game is to uncover all squares that do not contain mines.

Macro mechanics: Uncover as many squares as possible. Click a square and uncover it. A number displayed on the clicked square shows how many mines are adjacent to this square. With this information you can (most of the time) figure out where the next safe square is located. If you click on a mine, the game is instantly over. Squares that have zero adjacent mines will automatically uncover those squares around itself. To help remembering where you think a mine is, you can place a flag on the square by right clicking it.

Micro mechanics: A timer will start running when you select the first square. Besides clearing the whole field without triggering any mines, the additional challenge is to do this in the fastest possible time to get a spot in the highscore list. Reward: Highscore. Punishment: Game over.

Links: emMines