

WWW.PERTHGAMESFESTIVAL.COM.AU



PERTH GAMES FESTIVAL

OCT 11 2014

PERTH TOWN HALL
1030AM - 4PM

EVENT
PROGRAMME
+GUIDE

 #PERTHGAMESFESTIVAL

WELCOME TO THE PERTH GAMES FESTIVAL



Welcome to the very first
Perth Games Festival!

When I first started in the games industry, I didn't expect that I would one day be running a festival filled wall-to-wall with games made in Western Australia. The Perth game-making community has grown from strength to strength and this festival is a testament to the diversity and resilience of our community's digital innovators and game designers.

The Perth Games Festival features games from every corner of the medium, from mobile to PC, console to arcade, virtual reality to tabletop. Games that entertain and tell a story, games that challenge and demand more of you as a player. Games that will inspire curiosity and games that will make you want to hit the start button again as soon as it's game over.

As we welcome every type of game player we also embrace every form of game at the festival. I sincerely hope that you'll find your new favourite at the Perth Town Hall today.

This one's for the players!

Anthony Sweet
Lets Make Games General Manager



THE
MAP

PAGE 8-9



ACHIEVEMENT
BADGES



THE GAME
MAKERS

PAGE 4-15

PANELS

IN THE
SUPPER ROOM

11:00AM – GIRLS MAKE GAMES+TECH

Are you interested in making tech or creating games? A parent who would like to know more about what your daughter could do in the games and tech area? Or do you have stories from the field you'd like to share? Join Daniela Mattheys, Dr. Kate Raynes-Goldie and Karen de San Miguel as they discuss their careers, useful resources and what you can do to get involved or supported as a woman in games and technology.

1:00PM – PARENTS & GAMING

We all love gaming, and playing games with our kids can be quite a lot of fun. But what games (digital or otherwise) could you be playing with your kids? What should you look out for when choosing a game? And just when should they start playing Catan instead of Monopoly? Join Dr. Glen Spoor, Anthony Sweet and Mike Browner for a discussion on all of the above and more.

2:30PM – GETTING STARTED MAKING GAMES

Games are easier than ever to create; both kids and professional game developers make games because it's fun! Game developers just do it for a wide and varied range of reasons, but mostly because it's fun! There's no reason why you can't make games regardless of what you're doing. Wez Lamont, Megan Campbell and Matt Dyet will discuss the tools, tips and techniques to create games both in and away from the computer. All you need to start is a pen and your imagination.

DOWN TO ONE

42 People Enter, One Person Leaves

DEV: GADGET GAMES

WWW.GADGET-GAMES.COM

SYSTEM: PC | # PLAYERS: 42

Down to One brings competition into the survival genre. 42 players battle it out in an immersive environment - only 1 will survive.

What inspires you?

I'm inspired by the memorable experiences & interactions I've had playing games. To recreate these experiences is a rewarding challenge.

What's the best thing about making games?

After spending a while working on a new, exciting feature, and having it finally work - it's a great feeling!



FREEDOM FALL

Don't Mess with the Princess

DEV: STIRFIRE STUDIOS

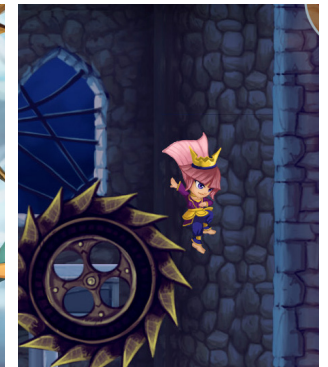
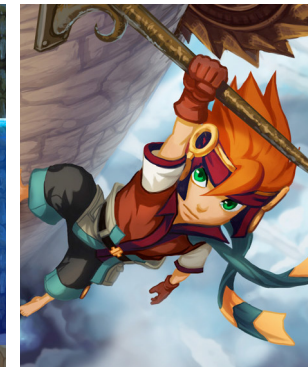
WWW.FREEDOMFALL.COM | # PLAYERS: 1

SYSTEMS: PC, ANDROID, IOS, KINDLE FIRE

Freedom Fall is a diabolical down-scrolling platformer set in a prison tower so tall it touches the clouds.

What inspires you?

Working with like minded people and seeing other people engage with our games



Square Heroes is a comic arena shooter featuring RPG elements and online multiplayer deathmatch mayhem.

SQUARE HEROES

Blocks of Wrath

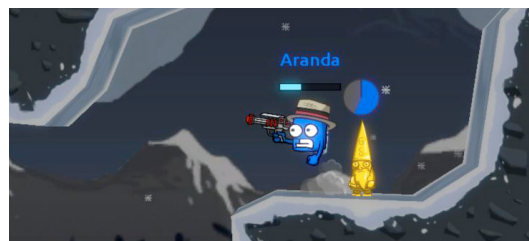
DEV: GNOMIC STUDIOS

WWW.GNOMICSTUDIOS.COM

SYSTEMS: PC | # PLAYERS: 4

What inspires you?

Fond memories of playing games as a kid with friends inspire me most. Nothing better than blowing up your best buddy!



What's the best thing about making games?

It's great seeing a planned feature work even better than expected, but seeing people play and enjoy your game is the ultimate kick.

DEAD END ALLEY

Your finger against a horde of Zombies!



DEV: STIRFIRE STUDIOS

UNRELEASED | # PLAYERS: 1

SYSTEMS: MOBILE

It's just you and your trusty chainsaw against hordes of zombies. A comic survival action game.

What's the best thing about making games?

It's a fun, collaborative process, drawing inspiration from everyone involved.

What advice would you give to aspiring game makers?

At the minimum make a small game or something that you would be able to show people. Learning the process of making the game is the first step.

NANOTEK GLADIATORS

The future from 30 years ago is now!

DEV: DREWFX
WWW.DREWFX.COM
SYSTEMS: PC + KINECT | # PLAYERS: 2

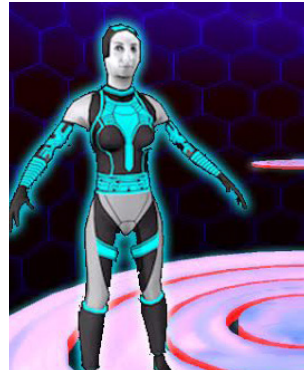
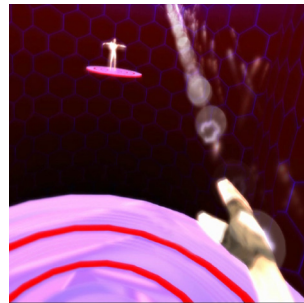
Players battle it out on the Game Grid as gladiators inspired by the original TRON movie.

What inspires you to make games?

The ability to share visions in my head with others.

What's the best thing about making a game?

That with clicks of a mouse, the dab of a wacom pen and the pressing of keys I can make magic happen on the screen. It's a great feeling.



VALIANT

Immersive medieval combat with horses!

A fast-paced multiplayer virtual reality game, featuring mounted medieval combat across open terrains.

DEV: OFFPEAK GAMES
SYSTEMS: VIRTUAL REALITY
PLAYERS: 2+

What inspires you to make games?

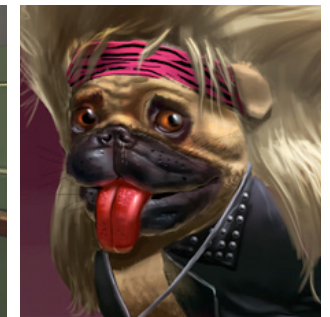
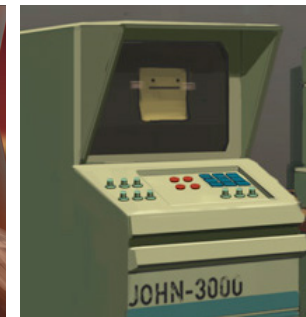
I love playing games. Making them is my way of sharing my values and vision with the world.



PARADIGM

A lonely genetic reject looking for love, one click at a time.

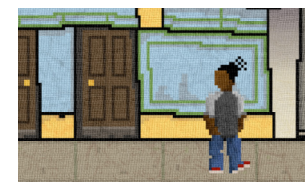
DEV: JACOB JANERKA
WWW.PARADIGMADVENTURE.COM
SYSTEMS: PC | # PLAYERS: 1



LEAVE 'EM LAUGHING

Always leave 'em wanting more.

DEV: OSCAR BRITTAIN
WWW.OSCARBRITTAIN.COM
SYSTEMS: PC | # PLAYERS: 1



Nelson Jones, comedian and sensual lover, finds himself star of his own sitcom. Play through episodes of the show, construct the perfect stand-up routine, and tell people what you really think of them.

What's the best thing about making a game?

Playing your game with sound for the first time. The world you've created suddenly comes alive and you forget how sick you are of looking at this thing.

THE MAP

PERTH TOWN HALL LEVEL ONE

W. WELCOME DESK

1. FTI - GAME MAKERS ADVICE BOOTH
2. ASHLEY NILAND ROWE - THE SHOULDERS OF GIANTS
3. SILENT SEATBELT GAMES - BIG ORE
4. CRAIG SPEELMAN - NUMBEAT
5. CODERDOJO WA NINJA'S GAME DEMOS
6. SK GAMES - GUNDASH AND OTHERS
7. ANALOG GAME CURATION
8. RAEZ - COGZ
9. SHARKPUNCH STUDIOS - THE AWESOME SYSTEM
10. DREW FX - NANOTEK GLADIATORS
11. OSCAR BRITTAIN - LEAVE EM LAUGHING (MC)
12. JACOB JANERKA - PARADIGM (MC)
13. GADGET GAMES - DOWN TO ONE (MC)
14. OFFPEAK GAMES - VALIANT (MC)
15. SANDBOX / HUNGRY SKY - SOMETHING SOMETHING OCULUS
16. MURDOCH UNIVERSITY - STUDENT GAMES
17. ALTF4 INTERACTIVE - RIFT RUNNER
18. GNOMIC STUDIOS - SQUARE HEROES
19. BLACK LAB GAMES - STAR HAMMER: THE VANGUARD PROPHECY
20. ALEX PARKER - SPACE STRAFER
21. CREEDFORGE - MINIATURES
22. STIRFIRE STUDIOS - FREEDOM FALL AND DEAD END ALLEY

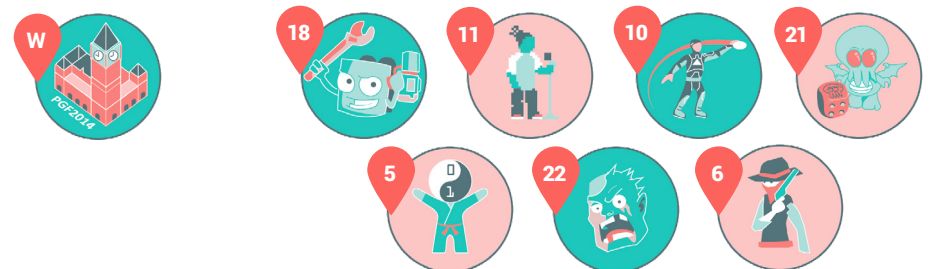
* GAMES WITH MATURE CONTENT HAVE BEEN MARKED (MC)



BADGES

The Achievement Badge Quest is a treasure-hunt of gaming goodness. A selection of developers throughout the Festival will be holding stashes of badges to award to players that achieve incredible feats in their games. The achievement will be different at each game – you might have to reach the top of the leaderboard, or play three different game modes, or even beat the developer at their own game!

To start just visit us at the Welcome desk to collect your first badge, there's eight to collect and the first ten players back to the desk with the badges will be able to take their pick from our prize pool of steam vouchers and game development books.



COGZ

Get your cognitive senses into gear!

DEV: RAEZ
WWW.FACEBOOK.COM/RAEZNET
SYSTEMS: ANALOG | # PLAYERS: 2 - 6

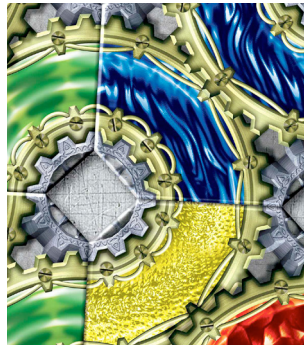
COGZ is a quick, clever and fun strategy board game. Compete to repair the mad professor's chromatic cogtraption incognito before the professor returns.

What inspires you to make games?

Making games is something I've done from childhood and always enjoy it. It is a creative and intellectual process I enjoy.

What's your one tip for making games?

Find something in games creation that challenges you and do that first. Great things come from overcoming overwhelming odds.



STAR HAMMER: THE VANGUARD PROPHECY

Against an unknown menace all you have is strategy.

DEV: BLACK LAB GAMES
WWW.BLACKLABGAMES.COM.AU
UNRELEASED | # PLAYERS: 1+

What's the best thing about making a game? Seeing them in stores

How should you start making games? Start now. It's never been easier to start making games and there's plenty of resources to help you do it.

What inspires you to make games?

Making the world a less serious place



THE SHOULDERS OF GIANTS

Click tiles and cultivate lands.

DEV: ASHLEY NILAND-ROWE
WWW.LEVELHEADEDDESIGN.COM
SYSTEMS: PC, MOBILE | # PLAYERS: 1

An abstract puzzle game about the 4 humours of ancient medicine and the thinkers that built on those that came before

What inspires you to make games?

The player is the most interesting variable in a game, I want to see what they can do with my games.

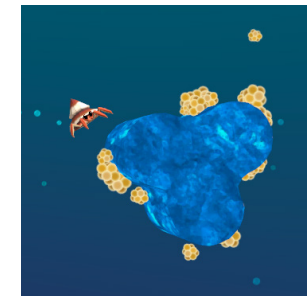
What's the best part about making a game?

Game making is at its best when mechanics start slotting together and pushes the game into a different direction that you didn't expect.

RIFT RUNNER

Can you spare helping claw?

DEV: ALTF4 INTERACTIVE
SYSTEMS: MOBILE | # PLAYERS: 1



Rift Runner is an endless side scrolling platformer. The player controls a hermit crab that eats algae to avoid poisoning by jellyfish.

What inspires you to make games?

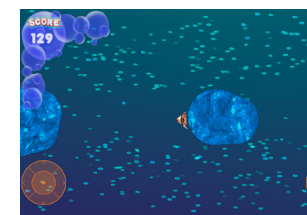
Classic games were always an inspiration, and I just want to create something that will hopefully inspire the next generation.

What's the best thing about making a game?

For me its about creating the world/environment and bring that to life.

What advice would you give for creating games?

Start now. It's never been easier to start making games and there's plenty of resources to help you do it.



NUMBEAT

Hate germs, love maths!

DEV: CRAIG SPEELMAN
WWW.NUMBEAT.COM
SYSTEMS: IOS | # PLAYERS: 1

Mathematics learning game backed by psychology research and leading to new research outcomes.

What inspires you to make games?

Adventures are an important part of life, and video games are a fast, easy way to have an adventure.

What's your tips for making games?

Connect with local groups. Surround yourself with people who are making games. You will find teammates, inspiration and motivation.



CREEDFORGE

Miniatures, Dice and Cthulhu, don't let it go to your head!



WWW.CREEDFORGE.NET
SYSTEMS: ANALOG
PLAYERS: -1 LOVECRAFT

Creedforge specialises in creating resin miniatures, terrain & accessories for table top gaming, as well as larger pieces for display & cosplay. In addition to original products like Cthu-Louis & Cthu-Lucy, we are available for commission work, including design, sculpture & casting, or casting services of works supplied by you.

One of the most enjoyable things about this work, is opportunity to design a character, game piece, or terrain, and then have it fully realised through the sculpting, moulding, casting and painting process. Resulting in a real physical thing ready to do battle on the table.

SPACE STRAFER

Become a pilot so good you only need one finger.

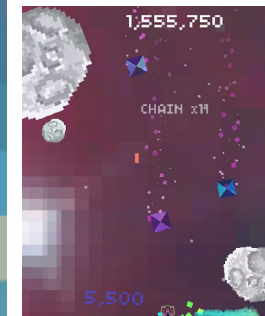
WWW.SPACESTRAFER.COM
SYSTEMS: IOS | # PLAYERS: 1



Space Strafer is a one-finger space shooter and asteroid dodger with an emphasis on quick reflexes and taking risks.

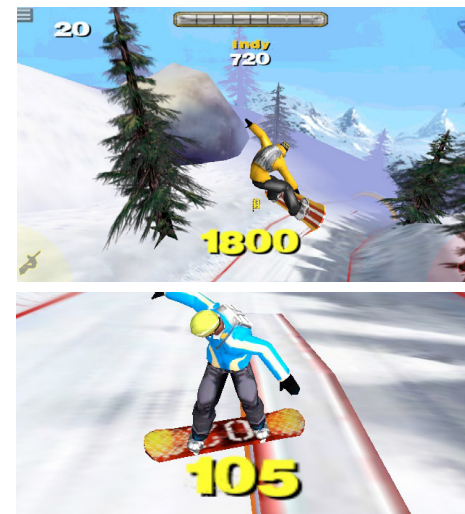
What's the best thing about working on a game?

Seeing other people extract real enjoyment from something that started as an idea.



SANDBOX VR

They see into the future!



DEV: SANDBOX / HUNGRY SKY
WWW. WWW.SANDBOXSOFTWARE.NET

Sandbox Software and Hungry Sky have been creating games projects across Western Australia for a number of years including Adrenaline Snowboarding. They will be exhibiting a number of projects including VR, AR and mobile games.

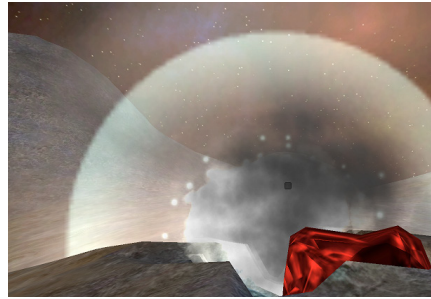
What inspires you to make games?

The satisfaction of seeing people experiencing and enjoying your game once it's finally complete.

BIG ORE

When mining in space, no-one can hear you cart ore.

WWW.YOUTUBE.COM/CHANNEL/UC00HL_EHIXF_2VQMIMGQIWQ
SYSTEMS: PC | # PLAYERS - UNKNOWN



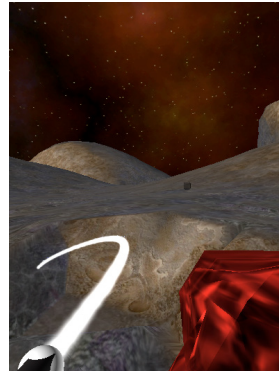
Big Ore is about being the biggest, baddest mining robot in the asteroid belt. Find the ore, power up and go big!

What's the best thing about making a game?

Watching somebody playing my game and getting wrapped up in the world I've created.

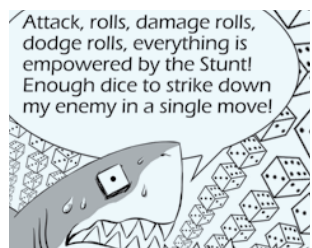
What's your advice for people starting to make games?

Focus on the core experience. Worry about details later.



THE AWESOME SYSTEM

1 Paperclip, 2 blocks of Cola and 6 kilos of dice, roll!

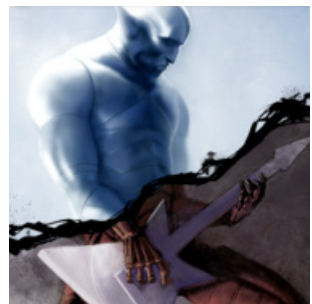


DEV: SHARKPUNCH STUDIOS
WWW.SHARKPUNCHSTUDIOS.COM
SYSTEMS: ANALOG | # PLAYERS: 3+

Play roleplaying games based on sci-fi, fantasy, spy thrillers and many other genres, using a flavourful and charming ruleset. Our flagship product is, and always will be, The Awesome System, a fast-paced and flexible RPG to play with your friends.

What inspires you to make games?

My friends weren't happy with existing roleplaying games, so I wanted to tailor-make a system to make them happy. The Awesome System grew out of that desire.



FTI GAME MAKERS ADVICE BOOTH

The Awesome,
Weird and Experimental.

WWW.FTI.ASN.AU
SYSTEMS: ANY THE IMAGINATION CAN MAKE
PLAYERS: -1 INFINITY

You've got questions about making a living creating games — we've got answers! Whether you're a student, or creating your first game, or running your own studio, we're on call to answer your questions about business models, effective play testing and marketing. We'll also have information about our play testing event, Playup Perth and our newly launched Games and Interactive Internship program.

CODERDOJO WA

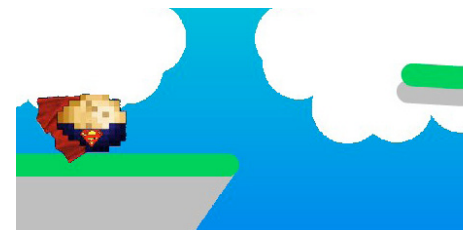
Various games by
CoderDojo WA Ninjas.

WWW.CODERDOJOWA.ORG.AU
SYSTEMS: ANALOG | AGES: 7 AND UP



A variety of games made by Ninjas (WA young people aged 7-17 involved in @CoderDojoWA).

What inspires the ninjas to make games? Our Ninjas are driven by their own enthusiasm and curiosity.



What's the best thing about making games? It seems that Ninjas most enjoy the sense of having built something that others can play.

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