Level Failed

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D espite the myriad problems across the continent, it seems that the European Union's (EU) wasteful spending continues apace. New TaxPayers' Alliance research via official European sources reveals that more than £2 million has been given in grants to video game productions. These subsidies are unacceptable.

The key findings of this research are:

- In 2014, the first grants managed by the European Commission's "Creative Europe" were given out in order to support the audio-visual and culture sectors across Europe. Many of these grants were given to support, for instance, museum exhibitions or city festivals.

- However, many were given to video game companies for the development of certain projects. In total, more than £2 million was granted for such projects in 2014 alone. The European Union should not be handing out taxpayer-funded subsidies to individual companies.

- The most recent EU budget saw Britain contribute 11.4 per cent of total EU funds. No detail about the individual contributions to "Creative Europe" are available, but working on the 11.4 per cent figure, these TV grants have cost British taxpayers more than a quarter of a million pounds. In Britain, the project is administered by the British Council and the British Film Institute, so the real cost to taxpayers will in fact be higher than this due to staff time.

A full list of projects, and the official text accompanying the grant submissions, is detailed below.

Table 1: All support given to video games

Name	Cost (€)	Cost (£)	Recipient	Country
Trine 3	150,000	109,607	frozenbyte oy	Finland
Super Awesome Brigade	150,000	109,607	digital tales srldtales	Italy
Arena World	150,000	109,607	betadwarf aps	Denmark
DUELS	150,000	109,607	the game bakers	France
Cosmic Top Secret Experience	150,000	109,607	klassefilm apsklasse	Denmark
Heroes of Terra	150,000	109,607	cliffhanger productions software gmbh	Austria
Hunger	150,000	109,607	tarsier studios ab	Sweden
Voodoo (working Title)	150,000	109,607	funatics software gmbh	Germany
Medium - completely innovative design video games.	150,000	109,607	bloober team spolka akcyjna	Poland
MURDER PARTY	150,000	109,607	cyanide	France
Industrial	148,731	108,680	11 bit studios spolka akcyjna	Poland
Development of Your Kingdom Come	140,399	102,591	michal staniszewski michal staniszewski ocean	Poland
Fairy Tale Mix Up	127,537	93,193	uab edukacines sistemos	Lithuania
Party Tennis: Euro Tour	120,000	87,686	spinvector spa	Italy
SteamWorld Heist	120,000	87,686	image & form international ab i&f	Sweden
Freggers Code	110,082	80,438	spin ag	Germany
Angel Dash - Wings of mischief	110,000	80,378	ravn studio as	Norway
CLIKS	110,000	80,378	storytoys ltd	Ireland
Lolirock Musical Quest	110,000	80,378	marathon media sas	France
Ship Emergency Simulator	103,307	75,488	apex virtual entertainment aps	Denmark
Save The Queen !	90,000	65,764	ebooks&kids srl	Italy
Gogols	80,000	58,457	mobigame	France
CreateWorld	78,039	57,024	plug-in media limited	United Kingdom
Tales of Nations	75,000	54,803	nurogames gmbh	Germany
Future Unfolding	55,000	40,189	spaces of play ug (haftungsbeschrankt)	Germany
Gigglebug - Face Race	54,934	40,141	gigglebug entertainment oy	Finland
Super Micro Heroes	43,200	31,566	mutant games sl	Spain
Phonopolis	37,459	27,371	hammerware sro	Czech Republic
Gigglebug - Evergreen play	25,000	18,267	hyper games as	Norway

Appendix A: Full details of projects

Trine 3

Trine 3 is a second sequel to the award-winning Trine series of games; Trine and Trine 2 have been published on a large number of different gaming platforms, and in total the game series has sold millions of copies worldwide so far. Trine 3 is aimed for Windows/Mac/Linux, Wii U, Xbox One and PlayStation 4.The gameplay of Trine 3 is a mixture of platforming, action, and puzzles. You play as one of the Three Heroes who make their way through untold dangers in a beautiful, fantasy-themed fairytale world. The three characters are Zoya the Thief, Amadeus the Wizard and Pontius the Knight. Each character has a set of unique skills that are used to solve problems they encounter, and you have the ability to instantly switch between any of the three. The game features a breathtaking fantasy aesthetic and invites the player into an intricate world of adventure. Each level features an alluring environment that follows a unique visual style that gives the impression of a rich and varied game world.The artistic style of Trine 3 continues on the light-hearted, colourful, storybook-like fantasy theme of the previous Trine games. The main technical difference between Trine 3 and the previous Trine games is that the gameplay has changed from a 2D sidescrolling plane to a fully explorable 3D environment. Everything from puzzle mechanics to combat to exploration has changed - new challenges and adventures await those willing to take the first steps! Trine 3 is suitable for nearly all ages (Trine 2 was PEGI 12) and can be a great game for families due to the co-op possibilities, and is playable with up to four players. The storyline of the game is approachable for a young crowd, and aims to be intriguing for an older audience as well. The game appeals to a large audience due to a unique gameplay mixture that comes from frequent challenges in the form of platforming, puzzles and action sequences, as well as easy-going adventuring and exploration.
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Super Awesome Brigade

Super Awesome Brigade is an unconventional action-adventure game with 2D side-scrolling graphics which takes gamers on an emotional and perilous journey through the pages of European culture: from medieval legends to literary classics, a very unusual motley crew comes together to overcome impossible threats, ranging from the nightmarish Jabberwock to the grimacing Baba Yaga. A multitude of unique characters cross paths - from Joan of Arc to Siegfried, from Dorian Gray to Jane Eyre - an impressive cast featuring the bravest, most self-absorbed and resilient personalities known to history and fiction. The title is designed for a young audience, to kindle their interest in the above subjects through a modern medium such as an action game. All characters, enemies and locations in the game are inspired by the works of renowned authors and popular myths, not only creating a strong bond with the European cultural heritage, but offering new, interesting takes on their traditional interpretations. SAB puts the player in charge of an entire team of amazing characters acting as one and grants complete control over a cohesive ensemble (Brigade), comprised of seven characters with their own traits and skills. Empowered by such manifold talents, gamers shall not fear the dangers ahead simply because they are Super Awesome.As a game in its own rights, SAB represents a new take on the action genre blending adventure, collectables and real-time strategy elements. It has a unique artistic identity and a strong narrative mixing nonsense comedy with epic grandeur. The art too is inspired by European medieval miniatures and tapestries, creating the illusion of paintings coming to life, which also contributes to making it stand out from mainstream games.As a matter of fact, bringing together the values of edutainment and the strong appeal of the action-adventure genre, SAB speaks to younger audiences bridging historical heritage with modern tastes.
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Arena World

In a rift in time, between universes, exists a place where Gladiators from the known dimensions meet, to demonstrate their absolute skill in combat and survival against deadly foes enslaved from across the cosmos. In this place, enemies and environments constantly rearrange and recombine themselves, creating a never-ending series of challenging arenas. Arena World is a rogue-like action game with RPG elements for 1-4 players. An intense experience comprised of a long string of randomly generated levels, where the player never knows which monsters, obstacles or challenges awaits.Around this central gameplay loop we are building a number of innovative features, that sets Arena World apart from the competition. 1. Grand scale matches2. A player made

game3. Streamer and audience interaction

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DUELS

Duels is an action / adventure videogame for PC and console, for a release Q3 2015.In Duels you play The Soul, breaking free from an eternity in prison, confronting a series of formidable guardians in deadly one-on one fights to recover his freedom. But on your journey to the free world, you will start to question the price of freedom.With outstanding character design from Takashi Okazaki, vibrant art style and unique universe, an innovative mix of Sword fight and Shoot them up game play, and a top execution, Duels is aiming to stand out from the crowd and become one of the must play indie titles of 2015. Detained by mysterious jailers, you get knockdown each time you try to escape. After an eternity of tentatives, a mysterious ally gives you the weapons that allow you to defeat the guardian of your cell. From there starts a journey towards freedom, where you will have to fight several guardians, each of them defending a locked gate. If the first guardians brutally trying to get you to stay behind the walls, make your fight a justified fight of survival at first, you get faced along the way by guardians whose motivations seem as righteous as yours and fill your journey to freedom with questions.On your way to the exit of this jail-world, you are warned by the mysterious Narrator several time: the journey will be your doom and the doom for everyone else. Each arena, each duel, adds in to the puzzle or why you were detained. And when you reach the last door, the door to the outside you are faced with the ultimate decision: will you cross the door to the risk of destroying the free world or will you abandon what you have been fighting for and stay behind the - now open - gates?Please have a look at Duels_presentation.pdf for more details about the project.

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Cosmic Top Secret Experience

When 'T' grew up, her mother and father kept her safe. But in secret they also kept the country safe. T's parents were cold war warriors, clandestine operatives of the secret service arm of the Danish Army, fighting the Red Menace in a fantastic reality of double identities, top secret documents and coded signals. As true spies they kept their real identities hidden from the world - even their own daughter. T was 39 before she stumbled upon the truth. Now she starts a counter-espionage project, searching for the secret truth in her family.CTS is an autobiographical, animated, documentary game about "T", investigating what her father did for the Danish Intelligence Agency during the Cold War. USP1. True story2. Playable cocktail of James Bond, Find My Family and The Walking Dead-game3. Spy and Secrecy meets human relationship and turns into a Coming of Age storyGenre: 3rd person investigative, authentic spy adventure in tradition of Scandinavian storytellingFormats: Playable documentary game with puzzles and minigamesPlatform: Touch platforms and webTarget group: Young semi-intellectuals interested in documentaries, new storytelling and social scienceSecondary audience: Midcore gamers looking for a meaningful experience NarrativeYou play T. You are given missions to collect classified material, personal memories and meet people related to T's father's work. CTS is played in 5 levels + tutorial, each unlocking the next in search for truth. By training military disciplines like endurance, strategy and being under cover, all triggering emotional reactions, we learn that the biggest secrets might not be kept on microfilms or in secret files, but in the family. TechniqueMixed media with 3D graphics, animation, photographs, HD movies, real audio and archive, implemented and developed in Unity 3D game engine, a method based on experience from earlier productions also enabling us to produce "film" footage, used for elements in our product slate.

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Heroes of Terra

HoT is a unique take on a collective interactive game experience for all connected devices that puts all the players in the game world to work together to reinvigorate a desolate and distorted world. The game centers around Flow sites - focus points of the ancient powers that permeate the globe. This mystical life-force can transform the now barren lands back to their natural beauty. The Flow is an untamed and uncontrollable power which only the most talented of heroes can tap into. But this power has been abused and almost vanished and

The Blight has left the Earth barren while powerful Blight creatures lay once shining cities to ruin. The surviving nations are in a constant quarrel for the last resources and their numbers are dwindling.The players will become heroes, sending their forces into the blight-struck lands to conquer and restore flow sites. This will return surrounding lands to their natural state and provide resources. Though competing for these sites, at the same time players will have to work collectively and share limited resources to repulse The Blight and allow Earth to survive. This unique mix of collaborative and competitive gameplay together with an ever evolving world that reacts to the player's actions will make Heroes of Terra stand out among today's games.The core game is based on fighting fast-paced tactical battles with the player's individual mix of forces in the tradition of such games as Heroes of Might and Magic or Final Fantasy Tactics, but expanding on these concepts by allowing the players to employ powerful Flow magic to change the very nature of the map they play on, such as turning woodlands into swamp, raising mountains or setting whole areas ablaze. Players build up their troops by gathering resources and collecting Flow. Larger Flow sites have to be freed and used by a group of players, creating social ties between them. Blight creatures have different powers, forcing players to adapt their strategies and work together.

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Hunger

Hunger is a third-person adventure game, played out as a twisted fairytale. A nine-year old girl named Six is kidnapped from her home and taken to work in The Maw - a surreal underwater resort catering to the whims of the powerful elite. When an unexpected twist of fate offers her a chance at freedom, Six takes a journey through the bizarre and unpredictable world of The Maw, and catches a glimpse at the corrupt heart of modern happiness.As the player controlling Six, you will experience the unforgettable world of The Maw. Here, being a small child matters - some things are easy, whilst others are really tough. You must use your size to your advantage, sneaking around in unconventional ways, hiding in unexpected places and using your wits instead of violence. You will encounter a small cast of secondary characters, all of whom are reactive and imbued with a real sense of personality. Hunger is a title that plays to our company's passions and strengths - excellence at creating interesting settings and characters, all with a high artistic fidelity. Players will be given the freedom to explore the bizarre world of The Maw, a demented world with a dark, brooding atmosphere, yet with a twisted sense of humour that permeates throughout.

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Voodoo (working Title)

Voodoo will be a free-to-play online game for browser and mobile platforms (iOS, Android) and will be widely distributed within and outside Europe. The initial idea was to develop a multiplatform successor of our successful browser game "Cultures Online", but more accessible and suitable for mobile platforms and again with a great story. With the Cultures Series, born in 2000 and today including six PC games and a browser game with more than 1.6 Million registered users in Europe alone (D, UK, ES, F, and others), we created the genre of "Adventure Strategy Games". We manage to combine building strategy game mechanics with exciting stories and adventures the protagonists are undergoing. With Voodoo, we continue this successful path.A small Caribbean island, around 1900. No European has ever entered this island. Well, up until now. Some European colonialists are in real trouble. Their personal belongings, their pets and even their beloved ones disappear without a trace. Rumors and clues lead them all to a swamp in the middle of said island. In this swamp lives a Voodoo priest in a cozy swamp hut. And this priest seems to be the only one who can help our Europeans bring their stories to a good end, because he alone is able to switch to the world in between. And there he'll find the answers to all the questions. But attention: not all beings in this mystic in-between world are friendly and the world has its own rules! So our priest needs to fight his way by using mystic items and mighty incarnations, which he must produce in advance. And for that he needs the right equipment... This is where exciting stories and adventures meet building strategy gameplay in an uniquely innovative way: while the Europeans challenge the priest with their problems, the player builds the needed equipment and buildings around the hut. He produces all the demanded resources, plants, spells and items the priest will need to carry out his magical preparations to bring his quests to a happy end.

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Medium - completely innovative design video games.

Medium is a game which is completely unique in the market in many aspects . The Unique Selling Proposition (USP) is a game with the same character on two screens at the same time - an element that, not only hasn't been used in the games industry but, hasn't been utilized in the audio-visual industry as a whole. The overall differentiator will also be audio- visual binding - the game will be a cinematic action-adventure . With this unique approach, the game has, from the very beginning, the ability to reach it's target group much easier than in the standard game production .Finally Medium , which will be allocated to the new generation of consoles will be issued in collaboration with a publisher, or by the company alone (the company has publishing contracts on any platform)and is thus able to sell the game 'Medium' on any platform using digital distribution. Based on the initial interest in the project, by major companies within the games industry, it should be emphasized that the company should not have any problems in finding partners for the medium.

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MURDER PARTY

Welcome to the island of Doctor Mortimer.Murder Party aims to place the player at the heart of a subtle between the fact that he is playing a video game (an unreal work par excellence) and the fact that the on-screen character is questioning the truth of the reality that surrounds him. We aim to create an experience that will often prompt the player to ponder and to question the of what he sees.Once on the island, lost in the middle of nowhere, the adventure will take the player into the depths of his own psyche. Who are you? Why are you here? How will you react when your speaks directly to you, from behind your screen? Ghastly creatures, unexplained murders, improbable characters, paranoia... everything will be developed for the player to experience a psychological thriller from which he will not emerge unscathed... that is, if he manages to emerge. But do step inside...The aim is to rethink the genre. Move away from game stats and percentages and closer to the true essence of role play: CHOICE. So we are closer to the philosophy of a paper role playing game (interactions with meaning, skills unlocking new choices, respect of the chosen role). Far from dialogue shots, reverse shots and contemplative cut scenes, interactivity will be the heart of the story.

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Industrial

"Industrial (preliminary title) is a game proposed by 11bit studios that builds on the theme of the 19th Century Industrial Revolution in Europe and is based on the steampunk type of world. The player of "Industrial" is challenged with building and managing a city in such a world so as to keep its inhabitants constantly happy. A substantial part of the game is development of industry, transfer of new technology to the market and economy based on exporting produced goods. Apart from business activities (production and selling), the player must also solve social problems and cover social needs. New tasks and possibilities appear as the population grows. The player must cater for safety, security, health services, optimal infrastructure, work places, education and culture. The aim of the project is to develop a prototype of the game. The prototype will cover city development from the first buildings to a district with several thousand inhabitants. The prototype will include a playable part of the game on personal computers, and will be prepared with non-final graphical and sound resources, that will form a limited part of the final product. The innovation of the project is in the originality of the applied theme to the game. Based on the conducted market search, there is no similar game productions that would be based in a steampunk type of world or that would have as a leitmotif the 19th Century Industrial Revolution. The players, in order to develop their cities, will use steam machines built based on European inventions. The game will hence underline the creativity of Europeans as well as the scientific, technological and industrial achievements of Europe.Furthermore, the game is meant to be finally deployed both on personal computers and mobiles. This is a very innovative solution among the games that treat the theme of building cities and are usually limited to personal computer editions only due to strict hardware requirements.

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Development of Your Kingdom Come

The idea of the project is to create a new interactive experience for PlayStation 4 video game console. We would like to tell a simple story about the fragility of the family with a metaphor where the family members, presented as unreal monsters, continuously fight in an imaginary, generative and iterative world.The main concept of the project is to find a balance between the content and the form. We believe that by utilizing well-known gaming mechanics, we can tell a story in a more direct way and evoke feelings which are really hard to bring out with the use of traditional media. Our experimental concept relies on combining two very strong mechanics from two opposite sides of the gaming spectrum. The first is known as "notgame" mechanic. It is an experimental form that uses minimalistic gaming mechanics or does not use them at all to make the Player focus on its narrative aspect. This is what we want to achieve. We want to put a serious topic in foreground and to make players concentrate on it. On the other side, the mechanics should be suitable for mastering, and be advanced enough to gain the attention of speedrunners. They form a community of players who are focused on passing a game in a shortest amount of time. They have never received a game designed especially for them.The game refers to a significant issue-delicacy of modern family and reveals very important problem which is violence in the family and its consequences for children's mental growth. Today, when more and more often people talk about the educational aspect of video games, this important issue will be a crucial event. The design of the game is the perfect background for the understanding of psychological problems. Today, when young players have a higher degree of emotional identification with games than with the education, "Your Kingdom ComeâĂİ will have a significant impact on the perception of young generation.
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Fairy Tale Mix Up

The proposed project is a casual mobile game in which the player has to solve labyrinths and help the little girl (main character) escape the European fairy tale mix up. The game is intended for young audience but can be played by anyone. First, the player is introduced why fairy tales have mixed: the grandmother of the little girl is distracted and accidentally reads her parts of different tales instead of a single tale. Little girl falls asleep listening to fairy tale mash-up and dreams herself in a magical world of mixed fairy tale characters.At this point, the game begins. Player has to complete levels and travel across the land of fairy tale mix up. The cornerstone of the whole game is its innovative gameplay that repeats through the levels. Imagine if the classical game "Pac-Man" is deconstructed and player has to control the maze to move Pac-Man instead of controlling the Pac-Man. Similarly, in each level of the proposed game the player has to rotate a different labyrinth by swiping it clockwise or counterclockwise and achieve goals. The labyrinth has an active object. With each rotation, the active object in the labyrinth drops down until reaches a barrier and stops. The game reinvents the role of labyrinth and is different from the mainstream works where the player has to travel through a labyrinth to solve it.During the game, the player meets different fairy tale characters, whereas fairy tales compile a significant part of European cultural identity. However, the game has no intention to digitize the plot of fairy tales. The idea of the project is to borrow the imagery of original European fairy tales and mix it up it in a highly interactive mobile game so that the characters and symbolism, which defines the cultural identity of European countries, would restore its competitiveness among current mainstream works. All in all, the game is easy to learn and play, has a goal-oriented level system and the potential for a long-term commercial success.
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Party Tennis: Euro Tour

A tennis tour around Europe that engages family and friends with innovative interaction styles! A breakthrough in living-room entertainment from SpinVector, the multiple award-winning Italian studio: Console-Style Motion Gaming on Smartphones and Wearable Devices wirelessly connected to a TV.Nowadays, whenever a party of young friends gathers, we are used to see them fiddling with their phones; the same is happening in families.People interact with their phones even when they are in the same room. SpinVector sees an opportunity for entertainment: these people could play together and interact socially, in presence, while having fun.The main character is a tennis player who will travel European cities, win tournaments, and finally become a pro. The plot reflects the true story of SpinVector founders: three young people who followed their passion in events across Europe, while building a reputation on their own talents, to eventually achieve the goal of their life.The game

features depiction of landmarks around the most beautiful cities of Europe, European flags, diverse ethnicity and "looks" mixed up with all nationalities and bytes of cultural heritage, along with the message of travelling to build up personality.Main features:TV connected, motion-based mobile game: the 1st of this kind.Exclusive Party mode: allowing instant multiplayer connection for people in proximity. Online and mixed Multiplayer: up to 4 players online classic online multiplayer and also mixed local plus online multiplayer (e.g. 2 players in a room vs 2 players far away). Wearable device support: the game can be controlled using smart watches or smart bands.Customizable Characters: endless combinations of super-funny big heads, body shapes and outfits.European Cultural Heritage: a tour around the most beautiful cities of Europe, showing their landmarks and their location. Moreover, the characters show the flags of different European countries and make fun of the stereotypes in their looks.

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SteamWorld Heist

SteamWorld Heist is a game about space adventures and survival. Recruit a team of rag-tag robots to explore and scavenge the remains of a destroyed world. Board enemy ships and command your crew in a unique variety of turn-based combat. After having embraced and developed advanced technology already in the 19th century, by adapting ideas and blueprints of British inventor Charles Babbage (1791-1871), humanity develops mechanical computers and, later, simple robots to carry out meanly chores. Unfortunately, as an effect of this leap in technology, very advanced weapons are also developed, leading to premature, full-scale world war - where all sides naturally lose and the Earth is damaged for good. In this post-apocalyptic world, where time has stopped at the height of steampunk and Western style, these hard-working, steam-driven robots - steambots - have inherited the Earth. The remaining humans have since long devolved into simple-minded cave dwellers, surpassed by their creations. The planet is torn apart, leaving only the glowing molten core at the center of a sea of Earthly chunks and debris. The only practical means of travel is by rocket ships, which have been made possible by these early technological advancements. This chaos is where SteamWorld Heist begins.Take the role of a rogue robot captain, piloting your ship through the debris field between the remains of the planet seizing opportunity where it presents itself. You will fight restrictive authorities, plan raids and rescue missions to accumulate as much loot as possible before making daring escapes - or get brought to justice.With SWH we will expand the SteamWorld universe, and take the franchise to its logical limit. Players got a brief introduction to SteamWorld and its history in hugely successful SteamWorld Dig, but we would like to present a lot more lore in this game. A bigger roster of characters to meet, more locations to visit, more history to be uncovered. And a huge leap in gameplay.

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Freggers Code

Freggers Code" is a virtual world for kids from 8 to 14 (mainly girls) where players can realize their ideas and tell stories which can be discovered, remixed and developed further by other players - "Digital storytelling meets online community". The goal is not to level up but to express yourself through stories and collect social appreciation for it.To support this, the game provides detailed scenery and objects: for example a circus tent with penguins, elephants, seesaws and platforms. Players can take the role of a ringmaster and plan a circus performance for their friends. Through a script, a simple visual programming language, penguins can be taught to ride elephants or to dive from a high platform onto a tiny trampoline. The scene can be combined with music and sounds and the characters can be brought to life with speech bubbles, animations and actions. Then the player can invite friends to see the performance. Every player has an avatar and can visit the circus tent of a friend, independent of time or place. Through a chat, emotes and actions, friends can actively be part of a performance and give the ringmaster feedback. A successful performance can be motivation for the audience to likewise create something and maybe remix parts of the performance. The circus is only one of countless sceneries for animated stories, plays or little adventure games: A rainy valley, a dusky forest, a dry desert that inspires fort building, a lush green garden or meadow where a stable could be built, a sunny deserted island or a creepy vault - there are no limits to the imagination. Also the objects are not restricted to certain areas. If an elephant is needed in a fort, it can be placed there and be given individual behaviour. A flying or jumping elephant? - No problem! Players with more experience will be able to build more complex stories, adventure, role play or even small platform games that utilize several rooms and sceneries to challenge their friends.

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Angel Dash - Wings of mischief

Angel Dash is an action filled game for 6-10 year old boys and girls set in a colorful and appealing world. It is a series of fun rides with three different modes, posing different types of challenges where one plays for points and upgrades. The beautiful and varied settings include a lush tropical island, a serene winter world, a creepy old castle and also the bright lofty rides among the clouds in the sky.The two young angels have just passed their exam at the Angel Academy. The cautious angel boy and his friend, the fiery former Devils' Academy student, are now allowed to travel down to Earth to help out. Together they are ready to carry out their angel assignments of picking up fallen stars and sending little rascals back to where they came from. During wild rides down hot volcanos, frothy rivers and ghost ridden mountain caves, they must hold on to their halos and help each other complete the missions. Their friends on Earth have asked them to pick up things for them along the way, but they must also steer clear of obstacles. The rides have three modes and lots of levels. And, if they do well, their racing cloud or mine cart can be upgraded to super versions, or ultimately, in the sky ride they will get to fly the big dragon! Even after the set of missions are completed, the rides can be played again and again to better ones score.

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CLIKS

CLIKS! - Create you own characters - Create your own stories - Create your own world. Cliks is an app for tablets and mobile phones aimed at the European pre-school market. Co-produced by award-winning app developer StoryToys and the twice Oscar-nominated Brown Bag Films, it is the first product in a new European entertainment brand with the potential to expand onto multiple platforms: TV, Online, Console Games, Mobile Apps and Toys. The app will initially be available in English, Spanish, French, German, Italian and Polish languages. This highly innovative and original app is designed to encourage curiosity and creativity though a combination of animation, multi-level games, puzzles and imaginative free-play, all integrated into the wonderful world of the Cliks. The variety of gameplay will make the app appealing to different types of player.Designed by Brown Bag Films, the Cliks are animated 3D characters with bodies composed of clickable blocks/pieces. Unlike any other characters currently on the market, they can be built and customised by players, who can imagine their own stories through the characters they have created.

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Lolirock Musical Quest

Who hasn't dreamed of living the adventures of one's favorite heroes or heroines? LoliRock Musical Quest offers its players (mainly girls) the opportunity to become one of three heroines (Iris, Auriana or Talia) and to experience her extraordinary daily life in Sunny Bay. The action takes place in the key places of the series, with different games associated with each location. These activities allow the player to earn points, bonuses or never-before-seen games that can also be purchased or won by watching episodes on TV (TV synchronization technology).The player can then participate in the quest, comprised of magical obstacles and battles. The goal is to find the magic crystals that form the crown of Ephedia and defeat the evil Gramorr. Synchronizing with the TV broadcast allows the game to precisely follow the story of each newly aired episode. For example, short game stories and dialogue that refer to events in the episode.The game unfolds around the map of Sunny Bay, which is an interactive menu (the "hub") where the player navigates from place to place according to her desires. The various characters of the series are found here. Example: It is possible to make small talk with Nathaniel at the Smoothie Bar, then move into the fun activities. Lolirock Musical Quest is an ambitious game based on two innovations that haven't been exploited yet among games for children: TV synchronization and augmented reality synchronized with TV contents.The players will live an original enriched transmedia experience based on the original series story. Thus, not only will they earn points, bonuses, new games but also they will win exclusive contents (music clips, accessories, outfits, secret stories, etc.) while watching the original broadcasted TV series. The TV synchronization enhances the TV series: it will allow the players to

progress faster in the game and better understand the universe of the series and the characters' psychology.
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Ship Emergency Simulator

"SES" is the world's first maritime career simulator. The game features accurate models of real life transport vessels and faithfully mimics the daily life on ships. In "SESâĂİ the player can choose between two major maritime career paths on large transport vessels. The player starts out as a junior engineer or junior officer and will have to work his way up through the ranks until achieving the top ranks as either chief engineer or captain.The player start out in the game by taking upon himself the role of the lowest rank of e.g. the engineer career path, the junior engineer (we will stick to this career path for the rest of the explanatory descriptions of the game design to avoid confusions). The biggest part of a voyage will be fairly undramatic - you have your assignments that you must complete to the best of your abilities. But if you miss something or if one of the other crew members does, this might lead to an emergency. While you can complete the assignments in your own tempo, the emergency is a completely different story. The emergency will run over 10 to 15 minutes and you have to prevent a major accident from happening - and you have to do it in cooperation with the other crewmembers. To reach the goal of rising through the ranks the player will, corresponding to his rank, have some responsibilities aboard the ship, which he must fulfil to the best of his ability. At times minor incidents will occur which the player must pay attention to and resolve in due time and orderly.Rising in ranks depends on two things: The amount of days sailed and the performance on each voyage.The career part of the game is solely a single player game, but there is also a multiplayer part of the game. Here you take on an emergency scenario with online players. Each of you take on a role as a crew member and you cooperate to prevent disaster. If there not enough real life players, AI crew members will fill in the remaining roles.
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Save The Queen!

Save The Queen! is based on a classical fairy tale model, but the intent is to transform it into a new fantasy adventure through different space and time dimensions. Children will find themselves in a place where magic and reality coexist. Fairy tales are part of our culture and education. All tales, old or new, can be an important contribution in helping to guide and educate children. As old traditional stories, the game shows a loving Queen, a valiant Knight, a wicked Witch, a trustworthy Wizard. The storyline is the classic good versus evil. Save the Queen! is a game app designed and created for young children from ages 3 to 10 years old and, specifically, for smartphones and tablets- both iOS and Android platforms. The app is designed for a global audience and will be distributed worldwide. The narrative, gameplay and sound design were created so that children from all over the world from all cultures can relate and identify with the game and its characters. The app language will be localized in 14 languages (Chinese, Spanish, English, Portuguese, Italian, French, German, Arabic, Russian, Japanese, Thai, Arabic and Hebrew). The game's interactivity and gameplay offer a high level of engagement. The game's magical dimensions capture young children's attention, focusing on children's innate need to express and translate their inner emotions in a world that often be confusing and incomprehensible. The game app offers children the chance to be the protagonist in a story they create. They can choose one of the magical worlds with amazing atmospheres and stimulating trials to overcome and objectives to achieve. Young children live in a world where objects have a soul and where animals and places possess a life of their own. They believe in fairies, witches, monsters and super heroes. This game is a new way of engaging a child's imagination, helping them to bridge fantasy and reality and emotion and creative thinking. Parents will love this app too!
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Gogols

The Gogols project is a video game application for smartphone. UniverseThe player play the gogols, little fruit-like fellows evolving through diversified environments, overcoming obstacles and avoiding predators. The graphic style guide of the game, all audiences oriented, will be mainly addressed to children: the major part of

the public targeted by the project.In gameplay terms, it is a puzzle game where the player must lead the gogols to the exit of each stage.Unlike other games, the player doesn't control directly characters, but undirectly by interacting with the world and background's elements. It is about plants, creatures and other elements, but the ground itself too. Indeed, one of the distinctive feature of the game is the ability to deform ground and walls in order to solve particular situations. Another important feature is the use of liquids. Thanks to diverse interactive elements and the deformation of matter, the player will be required to use liquids like water or lava, in the aim of acting indirectly on the gogols or their predators. The goal stay nevertheless to create a game accessible to everyone, especially to the youngest.

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CreateWorld

CreateWorld (working title) is a suite of connected mobile apps filled with interactive toys, games and missions, and conceived with the purpose of gamifying creative play for 6-12 year olds. The apps provide an anarchic world where kids are free to express themselves, and each action they take has a creative outcome.Set in a world which has had the colour and its creative spirit sucked away by a race of evil 'Cleaners', you must travel through CreateWorld's environments, taking part in focused creative missions in order to restore colour, light, music and imagination. By doing so you will free the captured rulers of CreateWorld, its Creative Idols who will restore creative equanimity to the lost populace. By playing through CreateWorld's compelling and original games, your engagement in the world will deliver beautiful creative by-products: images, music, animation, models, graphic design, video - the output is diverse and your efforts are always rewarding. CreateWorld demystifies and champions creativity both formally and informally and can be used both at home and in progressive classrooms to support the creative curriculum. It provides an appealing starting point for kids might be cautious of creativity.

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Tales of Nations

"Tales of Nations" will be an enhanced cross-platform Mobile and Smart TV game that combines interactive stories with trivia, educational, competitive and skill game-play mechanics. The player will slip into the role of Freddie, a 14 year old boy, who discovers different nations during his world trip. The core of "Tales of Nations" is the support of a world-wide intercultural exchange with the methods of sharing and gaining knowledge for a better mutual understanding, social interaction and communication.The target group is young audience up to 16 years old. The development of authentic characters, a smart and entertaining story will be a major goal of the project. Besides the narrative experience, a deeply interactive storytelling and game design should allow for the transfer of knowledge and arise interest for multicultural understanding. Key features: combination of interactive stories, game challenges and trivia exciting plot with adorable characters mix of fun and knowledge transfer interesting locations that pick up multicultural themes of different nations local and online single- and multiplayer game modes support of multi-device and Smart TV connections high degree of virality due to the integration of social functions (WhatsApp, Facebook, etc.) Game Center and Google Play Games support community features and user-generated content (trivia question creation, translation, reviewing) user profiles for high scores, leaderboards & achievements, as well as comparison with friends and players from all over the world a motivating experience-based level and reward system high quality illustrations and animations in a unique cartoon art style cross-platform development for iOS and Android Smartphones, Tablets and Smart TVs modular and scalable production workflow cloud-based tracking, analytics, balancing and event handling of the game experience competitive and high long-term retention

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Future Unfolding

Future Unfolding is a surrealistic adventure game about the mind during meditation and dreaming. Players explore a mystical forest filled with life, both beautiful and dangerous. They encounter animals loosely based on Fables and Jungian Archetypes. Not every thing or creature is what it looks like.What starts out as a solid,

clear world slowly disintegrates and becomes opaque. The game world is procedurally generated, and each play-through provides a new experience. Hidden in this world are artificial patterns. The patterns can be activated to gain special skills, open hidden paths or reveal secrets. Players can only progress through the world by observing the environment and finding the patterns. In the final stages the world again turns ordered, but now visually more abstract. Future Unfolding's story is created by the interactions of the player in the game. Each player will have a distinct story universe to interact in, and will create a unique game story. The overall arc of the story will follow the basic principles of a classic adventure story. Starting with an initial call to action, a growing experience of danger, and a final resolution. Players will need to discover both the game world, as well as explore the internal logic of the game. New interactions will become obvious to players after progressing through the game and learning more complex patterns. The game also offers dexterity challenges, such as escaping predators, and puzzle challenges. Gatekeepers at the end of each world will provide action puzzle challenges. The world of Future Unfolding features a rich Impressionist art style created through careful combination of new 2.5D technology and a specific painting technique. Future Unfolding will be the first game to use this kind of art style, offering players a completely new visual experience. Dynamic, rich music and soundscapes will accompany the game experience and bring the world to life.

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Gigglebug - Face Race

Kids love to explore how their face works. How it bends and twists, and what emotions they can express by pulling different looks. "Face Race" combines animated characters, infectious laughs and sounds and the technology of the smart device, namely the camera, to design a truly magical gaming experience. In the game's narrative, the player will meet child-like animal characters from the Gigglebug universe. They invite you to play one of their favorite games called Face Race. In the game, the your objective is to copy the exact expressions that the animated characters make on screen. Can you make this face? (Stick your tongue out) Or this one? (tilt your head and show your teeth) As you try to keep up with the silly sequence of expressions from the animated character, the camera of the smart device snaps photos. Your face acts like a controller and depending on the faces you make, the game will advance further. Finally the animated characters will giggle in joy, as they can no longer refrain from the silliness that you are bringing them - and infect you with giggles too! After playing, you will see a comparison of how your expression matches to the wonky expression of the Gigglebug and his animated friends - who are each unique and convey different emotions that are recognizable to children. As your whole family takes part to see who is the best at making silly faces, you will capture a truly hilarious collection of your loved ones looking most strange. The game has strong viral potential as parents like to share funny pictures to their friends. Gigglebug - Face Race is the third app in the Gigglebug world. When we design Gigglebug games, we think about evergreen play patterns that make kids smile in the real world, and we do our best to interpret those experiences for mobile devices. Laughing together is one of the best feelings in the world, and we want to spread the developmental benefits of laughter to kids and families everywhere.

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Super Micro Heroes

Super Micro Heroes is a massive platform game where up to 8 players compete to get the maximum amount of coins at the end of the level. The way is plenty of fun traps and items to collect and use over the rest of players, in a Mario Kart fashion. Players will try to make the other players lose, using items or pushing them into the level traps. The game is structured as a racing: At the end of the level, survivors are ordered in a ranking based in the coins they have gotten. Depending on their position in the ranking they will get points for a global ranking, the best of 4 levels will win the Cup.

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Phonopolis

Project Phonopolis is a fresh take on collaboration between game and film industries. Interactive experience of the game is built upon studio work with physical handmade environments. Film visuals are achieved by

composing video footage, real-time rendered 3D objects and post-production effects to produce final image. This should provide the look and feel of stop-motion animated pictures as produced in 60s and 70s.The game takes us into utopic and totalitarian reality of the city Phonopolis. Moderna and early 20th century art movements with their all-encompassing revolutionary visions are sources of inspiration for the theme and the story. We are planning intensive visual research and conception phase to build a fascinating audio-visual experience of constructivism and futurism. The gameplay is close to point & click adventure, but innovating classic genre in many ways. We have decided to build gameplay right around character interactions. Dynamic system of autonomous and emergent behaviour should provide an explorative puzzle mechanic. The player needs to observe patterns of behaviour of very distinctive characters in the scene and decide actions to influence flow of events.

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Gigglebug - Evergreen play

Gigglebug and his friends love hiding in Greengown forest and exploring the most peculiar places to hide. They get so excited while playing that they can hardly keep quiet, and their giggling sounds reveal and guide you as you search for them. Giggle & Seek is a simple and fun explorational game for children from 2-5 years old. It is a creative digital version of - built to be as intuitive, fun and laughter provoking as possible! The game is based on the lovely Finnish brand of Gigglebug owned by our co-producer Gigglebug Entertainment. It's a brand of children's stories, with a clear and simple goal; Make children giggle! They have already created a TV-series that was the most watched pre-school TV show in Finland June 2013 and now has confirmed TV aquisition interest from Switzerland, Denmark, Argentina, Israel, Iceland, Estonia, Hungary and Croatia. They have also released one app-game, and another is just about to be launched. Their first app have been downloaded apx. 100.000 times and have gotten great reviews for players and press. We (Hyper Games) love the simple concept and visual style of Gigglebug, and are thrilled to be working with these talented guys. It's a borderless game where you pan around to look for the hidden characters of Greengown forest. Everywhere you look you find possible hiding places like bushes, rocks, trees, ponds, flowers etc. Anywhere you tap - something will happen: The rock will turn to show tiny insects running around. The bushes will stand up, and you realize it's actually the fur of some creature. A fish will jump out of the pond and spray water on the screen. Any of these hiding places could of course also have one of your friends. As you're getting close to a friend's hiding place they will not be able to contain themselves, and start making giggling noises which gives a hint of their locations. If you tap the righthiding place, they will jump and burst out in infectious laughter - and so will the kids.

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