# GameStage@AEC: Tu Felix Austria, Lude!

## Friday, May 17, 2013 / 6 PM-12 Midnight / Ars Electronica Center

(Linz, May 13, 2013) Computer games will take center stage at the Ars Electronica Center this Friday, May 17, 2013. This year's GameStage@AEC showcases games developed in Austria. Admission is free of charge. In addition to lots of games visitors can try out, up-and-coming young developers will be on hand to talk about their work. GameStage@AEC is produced jointly by the Ars Electronica Center, Linz's Gamecraft community, Radiated Pixel, and the Upper Austria University of Applied Sciences' Hagenberg Campus.

Here's an overview of the games and studios that will be the feature attractions on Friday:

## Broken Rules: Chasing Aurora

Chasing Aurora is a 2-D multiplayer action game about the dream of flight. Participating players pilot an origami-like bird in an attempt to constantly exploit favorable winds to cross the Alps. The game prototype was developed in 2010 by Broken Rules, a Vienna-based studio that was subsequently granted a subsidy to upgrade/enhance it. In 2011, the developers were commissioned to bring out a version for Wii U.

## Pro 3 Games: Starforce Delta

Earth is on the brink of oblivion. A human taskforce under the leadership of the Global Organisation for the Restoration of Earth (G.O.R.E.) has been assigned to scout the universe for new habitats and resources. As a G.O.R.E mercenary, the player's mission is to aid in the conquest of a solar system 3,000 light years from Earth. The object of the game is to reveal the history of the newly discovered Menr'aki and Shar'dal aliens, and to expose what's really behind G.O.R.E.'s attack on precisely this solar system.

Starforce Delta was developed by Pro 3 Games, a Linz studio. The game's development is financed by iVentureCapital, a major investor in Pro 3 Games.

## Missing Kangaroo Productions: Noomix

The spaceship carrying an apelike astronaut named Gordo is stranded on a strange planet populated by fascinating creatures named Noomies. In order to return home, Gordo has to take advantage of various qualities the aliens possess and combine them in diverse ways. Noomix was created by Missing Kangaroo Productions, a game studio in Salzburg.

## Zeppelin Studios: Schein

A man's life completely derails following the death of his only son. In this moment of supreme grief, he loses his way in a gloomy, menacing swamp. Confused and disoriented, he tries to find a way out but is repeatedly thwarted by insurmountable obstacles. Just as he's about to give up, a shimmer of hope appears in the form of a flickering light that offers him assistance and promises to guide him safely through the swamp. The developer plans to finance Schein via crowdfunding.

## Bongfish: Motocross Madness

Motocross Madness was a classic game for PCs in the 1990s. Then, the Bongfish software lab reinterpreted it for the Xbox 360. It's got it all: lofty jumps, crazy tricks, exciting races and a wonderful environment.

## gLab Hagenberg: Limelight

Limelight is a three-dimensional public interaction game that was developed by students in the Interactive Media and Digital Arts program at the Upper Austria University of Applied Sciences' Hagenberg Campus. The game's setting is a magical world, and the protagonist is a little wizard attempting to make his way through the darkness to his destination. He's aided in his endeavors by mysterious flickering lights that are depicted on the monitor by other players using a tracking system.

## Andranik Ghalustians: Bildschirmsprünge

These "screen jumps" by console connoisseur Andranik Ghalustians feature highlights from Austrian gaming history. Born in 1972, Ghalustians has been collecting arcade game circuit boards and computer & video games for over a decade.

## Metalab: elle and the spooky arrow

Elle and the spooky arrow is an experimental game with blinking lights.

## Thomas R. Koll: Ananasblau Games

Visitors can participate in a game jam, the point of which is to develop a game as quickly as possible.

---

Broken Rules / Chasing Aurora: http://www.chasing-aurora.com/
Pro 3 Games / Starforce Delta: http://www.pro3games.com/
Missing Kangaroo Productions / Noomix: http://presskit.noomix.at/sheet.php?p=noomix
gLab Hagenberg / Limelight: http://games.fh-hagenberg.at/
Zeppelin Studios / Schein: http://scheingame.com/
Andranik Ghalustians / Bildschirmsprünge: http://www.bildschirmspruenge.net/
Thomas R. Koll / Ananasblau Games: http://ananasblau.com/
Metalab: elle and the spooky arrow: https://github.com/Metalab/elle-and-the-spooky-arrow
GameStage@AEC auf radiatedpixel.com: http://gamestage.radiatedpixel.com/
GameCraft Linz auf Facebook: https://www.facebook.com/GameCraftLinz
Radiated Pixel: http://www.radiatedpixel.com/wordpress/