

“DO A BARREL ROLL!”



BOSTON FESTIVAL OF INDIE GAMES

SATURDAY, SEPTEMBER 23, 2017

**MIT JOHNSON ATHLETIC CENTER
CAMBRIDGE, MA**

BostonFIG.com
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About BostonFIG

Mission

BostonFIG is dedicated to fostering the next generation of game creators.

Vision

To create events, educational programs, and communities that enable every single person that wants to create games (or support game creation) the ability to do so.

Values

DIVERSITY

We believe that innovation and growth come from having a diverse group of perspectives to learn from.

INQUISITIVENESS

We believe that progress happens when people question existing systems and challenge themselves to understand why.

CREATIVITY

We believe that creative self-expression makes powerful connections between people, and that games are a mirror for self-reflection.



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THE SMELL OF GREAT GAMES

We Do:

GAME DEVELOPMENT

-  MIND THE ARROW
-  GELATO FLICKER

CONTRACT WORK

- GRAPHIC DESIGN
- APP DEVELOPMENT

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Emergency Contacts

BostonFIG email	info@bostonfig.com
MIT security	617-253-1212 or dial 100 from campus phones
Cambridge Police non-emergency	617-349-3300
Cambridge Police Sexual Assault unit	617-349-3393
Cambridge Women's Center	617-354-8807
Cambridge Hospital non-emergency	617-665-1000
Green Cab & Yellow Cab	617-628-0600
Other emergency information at MIT can be found at http://emergency.mit.edu	

Rules & Important Info

Rules of BostonFIG

In order to keep BostonFIG a safe and family-friendly event, we ask that you respect our simple rules. We ask that you behave in a responsible manner and treat others as you would like to be treated. If any of the rules are broken, you may be asked to leave the premises without a refund:

1. **Respect the space**
2. **Respect each other**
3. **Respect the MIT campus and our designated BostonFIG spaces**
4. **No food or drink in any of the festival areas**

Liability Statement

BostonFIG founders, event organizers, volunteers, contractors and sponsors will not be held liable for any damage to or loss of personal items. The aforementioned parties will not be held liable for punitive, incidental, consequential or special damages whether or not such damages could have been foreseen and/or prevented. None of the aforementioned parties will be held liable for any personal injury that transpires during/on the premises of this event. In addition, you understand that you may be criminally charged for inappropriate actions (defined as "any action an event organizer deems inappropriate") you commit while the event is taking place.

Video/Audio/Photo Likeness Release

BostonFIG is a public, family-friendly event. Smartphones and cameras are everywhere. You understand that by attending BostonFIG, you're likely to be filmed, photographed or recorded. If for some reason you are uncomfortable with someone taking your photo, please inform them of your desire to not be photographed/filmed/recorded. BostonFIG also reserves the right to use your photos/videos with proper credit to promote the Festival. Thank you for keeping BostonFIG a safe, fun event for everyone.

Anti-Harassment Policy

Boston Festival of Indie Games is dedicated to providing a harassment-free conference experience for everyone regardless of gender, sexual orientation, disability, physical appearance, body size, race, religion, or preferred gaming console. We do not tolerate harassment of conference participants in any form. Sexual language and imagery is not appropriate for any conference venue, including talks. Conference participants violating these rules may be sanctioned or expelled from the conference without a refund at the discretion of the conference organizers.

Harassment includes offensive verbal comments related to gender, sexual orientation, disability, physical appearance, body size, race, religion, sexual images in public spaces, deliberate intimidation, stalking, following, harassing photography or recording, sustained disruption of talks or other events, inappropriate physical contact, and unwelcome sexual attention. Participants asked to stop any harassing behavior are expected to comply immediately.

Exhibitors in the showcases, sponsor or vendor booths, or similar activities are also subject to the anti-harassment policy. In particular, exhibitors should not use sexualized images, activities, or other material. Booth staff (including volunteers) should not use sexualized clothing/uniforms/costumes, or otherwise create a sexualized environment. If a participant engages in harassing behavior, the conference organizers may take any action they deem appropriate, including warning the offender, expulsion from the venue with no refund, or alerting the authorities. If you are being harassed, notice that someone else is being harassed, or have any other concerns, please contact a member of conference staff immediately.

Conference staff can be identified by volunteer badges and will be wearing red T-shirts. Conference staff will be happy to help participants contact venue security or local law enforcement, provide escorts, or otherwise assist those experiencing harassment to feel safe for the duration of the conference. We value your attendance.

Schedule

9:00am Registration Opens
Showcase Floors Open

Games! Art! Fun!

5:30pm Tabletop Showcase Floor Closes

6:00pm Digital Showcase Floor Closes

6:15pm Figgies Awards First Floor/Tabletop
hosted by The Geek Down

8:00pm Festival Closes



BUSINESS LAW & IP FOR CREATIVE COMPANIES.

Choose an entity, structure
your team, protect your assets,
license it.



Get to work.

STAR REALMS™

Visit the White Wizard Games booth for a **FREE STEAM CODE** for Star Realms!

STEAM

The banner features the 'Star Realms' logo in a stylized, metallic font. Below it is the Steam logo. The background is a dark, atmospheric scene with a large, glowing, ethereal figure (the White Wizard) in the center, surrounded by rocky, mountainous terrain and a bright light source.

Artists' Alley

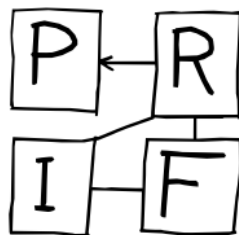
The Boston Festival of Indie Games is proud to present the 5th annual game artists' exhibition! Come by and see the work of great local artists and craftsmen and take home some of their pieces for yourself! The festival will be featuring over fifteen presenters, showing off some of their best work on games and game-related paraphernalia.

2017 Partners



**The People's Republic
of Interactive Fiction**

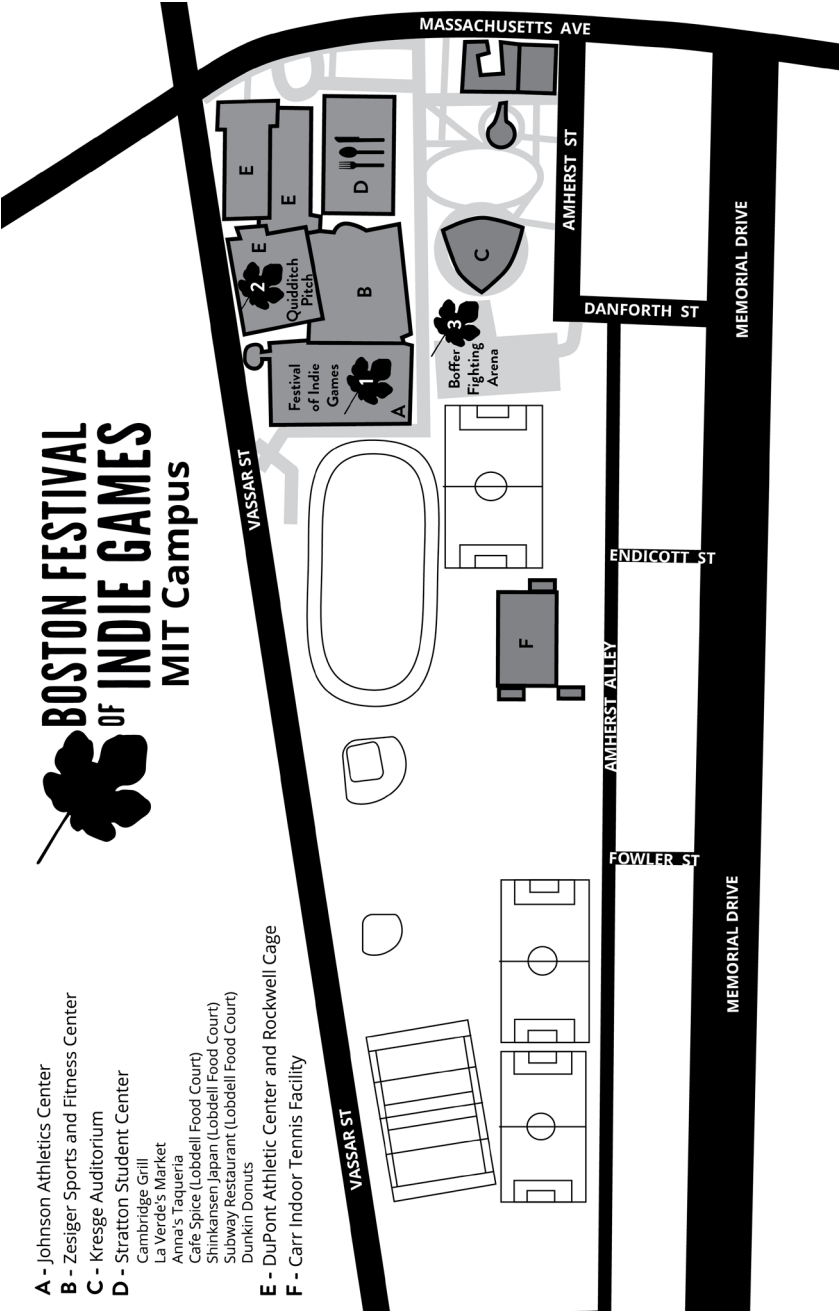
<http://pr-if.org/>



Campus Map

BOSTON FESTIVAL OF INDIE GAMES MIT Campus

- A - Johnson Athletics Center
- B - Zesiger Sports and Fitness Center
- C - Kresge Auditorium
- D - Stratton Student Center
Cambridge Grill
La Verde's Market
Anna's Taqueria
Cafe Spice (Lobdell Food Court)
Shinkansen Japan (Lobdell Food Court)
Subway Restaurant (Lobdell Food Court)
Dunkin' Donuts
- E - DuPont Athletic Center and Rockwell Cage
- F - Carr Indoor Tennis Facility



Quidditch

All muggles are welcome to stop by the Rockwell Cages for exhibition Quidditch, supported by the local MIT Marauders. Play will be ongoing throughout the day, with a special session at 11 a.m. for guests age 7-12.


Boffer Combat

Be Epic larping provides staff for drop-in combat with foam and latex weapons. Safety training and equipment is provided for use at the Kresge Lawn, directly in front of the entrance to the festival.



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Digital Games Showcase

Our curators selected games across five different categories, and are rated both qualitatively and quantitatively. We strive to provide a refreshing range of games for any attendee by representing a number of different genres, mechanics, and platforms.

Austen Translation
Worthing & Moncrieff

B.C.E.
Blue Drop Games, LLC.

Bardo
Ludopia

Beat Shot
GG-Diffuser

Blind Drive
Lo-Fi People

Canon
Boonana Studio

Children of Zodiacs
Cardboard Utopia

Court of the Wizlord
Tim Shaw

Crowded Dungeon
Tiltfactor

Crystal Companies
Boreal Games

Dominature
NaughtShore Games

Elsewhere
Team Elsewhere

Emily is Away Too
Kyle Seeley

EXPOSURE
The Sheep's Meow

Felongeist
ApocalypSquid Ink

Feng-Shui
Ludopia

Flock of Dogs
Max Clark

Grave VR
Broken Window Studios

How To Survive
A Boston Blizzard
The Paddock Games

iventure
n3game

King of the Hat
Hyroglyphik Games

LUCAH
melessthanthree

Magic Moving Mansion Mania

One Group

Make Sail

Popcannibal

Memory

For All To Play

MissionKT

TheBeamer

Open Sorcery

Open Sorcery Games

Orbit Drop

Glitch Interactive

Peanut Butter Toast

youllbejustfine

QuestQuest

Project Y Games

Refactor

NextGenPants

Ruins of Glitterdeep

Lantern Boy LLC

Shadowrun:

World Without Walls

Accidental Headshot

Shout Of Survival

Hako Games

Shrug Island: The Meeting

Tiny Red Camel

Sole

Gossamer Games

Stardrift Nomads

Risen Games

Stereo Aereo

Stonebot Studio

Subconscious

Wise Monk Games

Super Slime Arena

JellyTeam L.L.C.

Teletag98

Lily, River, Eddy

The Laboratory of Dr. Zome

Universe Factory Games

Traitor Nightly

Subaltern Games

Underhand

Spoopy Squad

Velum

The Former Things Inc.

Viking Raids

Glitch Interactive

Wildermuth

Worldwalker Games LLC

YANKAI'S PEAK.

Kenny Sun

Yesterday

Triple Tree Studio

Tabletop Games Showcase

This year's Tabletop showcase brings an exciting variety of games from all different genres, including dice games, card games, word games, and more. Whatever your favorite type of game, you'll find something to enjoy.

5 Minutes 'til Midnight

Flust Games

Adventures of the
Cimmerian Forest

Mayham Games

Aloft

Eye4Games

Avoid the Void

Geek Fever Games

Baon: the Game of Leftovers

Brainstein Games

Battlecats: The Compound
Deck-Building Game

Gary Chavez

Biome Builder

Killer Snails LLC

But Not Tonight

Clio Yun-su Davis

Cake Duel

Sizigi Studios

CRINIMALS

Abdullah Konash

Darkness

Hayward Games

Dice Runners

David Wilkinson

Discount Dungeoneers

Evan Shultz

Donner's Pointe

Zachary Huff

Druid Dice

Geek Fever Games

Empyrean: Battles of Ra'fien

Lava Panda Studios, LLC

F.L.O.W.

Wee Big Games / Tam Myaing

Fall of the Last City

Metahex Studio / Chris A. Barney

False Queen

Almost a Game

Fire Tower

Runaway Parade

Gerrymandering

Thomas Hornemann

Go! GO! Gattai!

Game Yay Fun!/Razlo

Catacombs Cubes

Elzra Corp / Ken Valles

Legacy of the Stars

Tilted Earth Games

Maximum Apocalypse

Rock Manor Games

Mission to Planet Hexx!

James A. Fitzpatrick III

On Their Merry Way

New Experience Workshop

Pinball Showdown

Shoot Again Games/Diane Sauer

Pitman

Wild East Game Company

Prom

Oxford Street Games

Rainbow Octopus

Cray Cray Games

Re-Chord

Yanaguana Games

Revolution Day

Superhuman Games

Salvage : Dimensional Collapse

Nolan James

Shadow Strike Melee

Pure Fun Games

Shiki

Alex P. Garens

Spell Scroll

Otto Metzger

Station Nine

Carpe Omnis Games

Status Report!

Offcut Games

Super Ultra Mega Con

Starcap Games

Takeout

*Meg Stivison of Small Monsters
Games*

TESSERAX WARS

Andrew Simon Thomas

Vampires & Villagers:
The Curse of Christoph

Askwith Games

VISITOR in Blackwood Grove

Resonym

Wager Words

Dancing Giant Games

You've Been Poisoned!

Tim Blank

Yummy Yummy

Li (Lily) Ling, ZiYin (Bunny) Liao

Zero Sum: Card Game

Bad Captain Games

2017 Sponsors

Thank you to all of our sponsors that make this year's festival possible!

GOLD SPONSORS



BreakingGames is a publishing company started by Ad Magic to help Kickstarters and indie designers achieve their goals of entering the retail market place. BreakingGames is proud to say that it has placed many indie games in Target, Barnes & Noble, and in stores throughout the world.

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Epic Games is the maker of Unreal Engine technology, used by millions of developers to ship high-quality games and experiences across PC, console, mobile, VR and AR platforms. Unreal Engine is also used for cinematic production, visualization, design and simulation. Get it for free at unrealengine.com.

D20PRO is a virtual tabletop (VTT) that automates the elements of pen-and-paper RPGs, while preserving full GM control. D20PRO allows you to take your adventures to the next level, with map creation tools, fog-of-war, shadow casting and more. Create your own campaign or draw from our marketplace of ready-to-play adventures, maps and tokens from top publishers.



D20PRO is a product of Mesa Mundi Inc., a leader in interactive technologies including multi-touch game tables.

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The Deep End Games is an indie developer with AAA pedigree. Comprised of married couple Amanda and Bill Gardner (whose prior credits include Lead Designer on BioShock and Design Director on BioShock Infinite), their debut Perception launched on PS4/PC/XB1 in Spring 2017, with the Switch version dropping September 2017. Perception is a first person thriller about a blind woman's journey to prove herself by exploring the haunted mansion from her nightmares.



The Interactive Media and Game Design department at Becker College is Ranked #5 in the World, and is a powerhouse in technology. You can choose to major in one of the five programs with minors in complementary departments that give you an expansive and flexible skill set. The School of Design and Technology at Becker College offers undergraduate majors and minors in: Interactive Media and Game Design, Applied Computer Science, Business, Data Science, and Math.

Gamewright was founded in 1994 by four parents whose kids wanted great games. From the start, our mission has remained clear: Create the highest quality family games with outstanding play-value. Guided by themes and experiences that transcend age and salted with a bit of irreverence, our games are designed to foster laughter, learning, friendship and fun.



Prepare for a career in Game Development and Simulation Programming, Video Game Design or Graphics, Multimedia and Web Design at New England

Institute of Technology. NEIT is a private, non-profit technical university offering Associate, Bachelor's, Master's and Online Degrees in over 50 programs.

New Leaf Legal is a boutique law firm that specializes in business and intellectual property law services for startups, small businesses, entrepreneurs, and creatives. From corporations to solo ventures, we help businesses with their daily legal needs, often functioning as outside in-house counsel.



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Petricore is an award-winning game development studio that develops Mobile and Desktop applications for clients around the world. Our current project is Battery Boy, an endless runner that changes based on the battery life of your real-life device.

Founded in 1958, Quincy College is a two-year, municipally affiliated community college serving approximately 4,500 students at campuses located in commuter friendly Quincy and Plymouth, Massachusetts. On the cutting edge of 3D printing, Robotics Programming, Engineering Technology, Web & Mobile Development, and Game Development, Quincy College offers 34 associate degree programs and 26 certificate programs in a variety of disciplines, perfect for the avid gamer, website designer, budding entrepreneur, and app developer. For additional information, visit www.quincycollege.edu



White Wizard Games, creators of Star Realms, Epic Card Game, and Hero Realms, was founded in 2013 by two Magic: the Gathering Hall of Famers. Their first game, Star Realms, a space combat deckbuilding game, exploded in popularity and has won 7 Game of the Year awards. Their games are easy

to learn and have enough strategic depth for even the most advanced gamers. The company has raised over \$2M on Kickstarter, and they host the White Wizard Games Fair with over \$100,000 in prizes in Framingham, MA.

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CMO, VP of Marketing

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Henry White

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Marketing Coordinator

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Sales Associate

Sales Associate

Designer

College Outreach Coordinator

PR Coordinator

Sales Associate

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