



**Boston**  
**FIG**  
**Fest**  
— 2019 —

**SATURDAY, SEPTEMBER 14, 2019**

HARVARD MURR CENTER  
ALLSTON, MA

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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.

LEARN MORE ABOUT US AT [BOSTONFIG.COM](http://BOSTONFIG.COM)

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## Emergency Contacts

BostonFIG email	<a href="mailto:info@bostonfig.com">info@bostonfig.com</a>
Harvard University Police	<b>617-495-1212</b>
Harvard University Operations	<b>617-495-5560</b>
Boston Police non-emergency	<b>617-343-4500</b>
Cambridge Police non-emergency	<b>617-349-3300</b>
Cambridge Women's Center	<b>617-354-8807</b>
EMS / Professional Ambulance	<b>617-492-2700</b>
Metro Cab	<b>617-782-5500</b>

Other emergency information at Harvard can be found at [harvard.edu/emergency](http://harvard.edu/emergency)

# Rules & Important Info

## Rules of BostonFIG Fest

In order to keep BostonFIG Fest 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 Harvard campus and our designated BostonFIG Fest 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 Fest is a public, family-friendly event. Smartphones and cameras are everywhere. You understand that by attending BostonFIG Fest, 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 future events. Thank you for keeping BostonFIG Fest a safe, fun event for everyone.

## Anti-Harassment Policy

BostonFIG 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 their purple BostonFIG Fest shirts, and will be stationed throughout the venue and at information booths. 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.



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# 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 *Tabletop Hall, Gordon Track*  
hosted by Eric Molinsky of the Imaginary Worlds podcast
- 8:00pm Festival Closes

## Artists' Alley

Come check out our eighth annual game artists' exhibition! See the work of great local artists and craftsmen and take home some of their pieces for yourself. Presenters and artists are showing off some of their best work on games and game-related paraphernalia.



# 2019 Partners

## **Extra Life** [www.extra-life.org](http://www.extra-life.org)

Extra Life unites thousands of players around the world in a gaming marathon to support their local Children's Miracle Network Hospital. Participants fundraise year-round and pledge to game with one goal: to save and improve the lives of sick and injured kids. Game Day is Saturday, November 2, 2019, but participants can also choose a game day that works best for their schedule!

## **Game Maker's Guild** [www.gamemakersguild.com](http://www.gamemakersguild.com)

The Game Makers Guild is New England's largest group of indie board game designers. We meet 2-3 times per month in the Boston area to playtest each others' games, as well as discuss the various aspects of bringing a game to life! Feel free to poke around our site and check us out. If you're interested in becoming a member, just come to one of our meetings.

## **Boston Gaymers** [www.bostongaymers.com](http://www.bostongaymers.com)

Boston Gaymers is a social group for LGBT+ gamers in the Boston area to help find and make new friends in a safe and welcoming environment. We have a thriving gamer community, most active on our Discord server. We also hold various in-person and virtual events each month to bring together our members and have fun!

## #IndieInclusion

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BostonFIG believes in highlighting games that include diversity in thoughtful ways, and making games accessible to differently-abled players. This year, we've asked our Showcase developers to consider whether their game should be featured for accessibility & inclusion. You'll see our BostonFIG "Indie Inclusion" leaf throughout the Fest, on our map, and on the Showcase game listings here in the program to denote the games that identified as inclusive.

# Campus Map



## Gordon Indoor Track

TABLETOP HALL  
FAMILY ZONE  
ACTIVITY ZONE  
FREEPLAY  
FIGGIES AWARDS



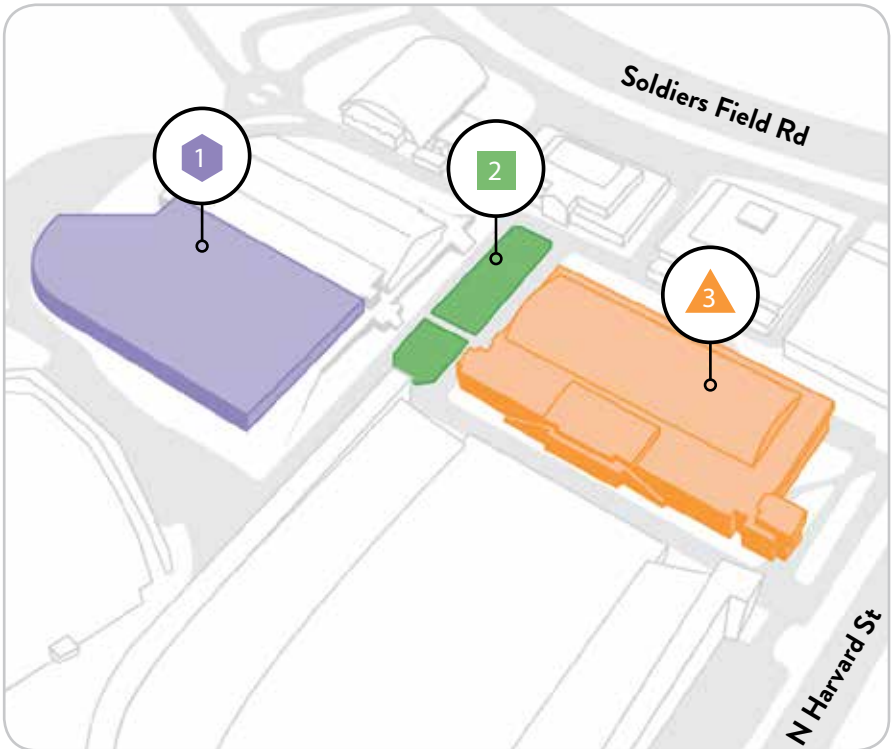
## Dillon Quad

BOFFER COMBAT  
FOOD TRUCKS  
SIDEWALK CHALK



## Murr Center

DIGITAL HALL  
GAME AUDIO BOSTON  
EXTRA LIFE





# Activities

## Adults' and Kids' Quests:

You are on a quest—visit any Info Booth to receive your 1st task. Explore throughout BostonFIG Fest and see if you can uncover all of the clues. Will you be victorious? (*Kids' Quest is for Adventurers 12 and under.*)

TABLETOP HALL

### Family Zone:

Take a break with some fun activities for the whole family!

### Freeplay

Did you get a new game that you can't wait to try? Take a seat and try it out. Additional games provided by FoamBrain.

### Triple Blind: A Parlor Larp!

Signup at the Activity Zone - Set in a modern day fictional European country. Come to a party full of diplomatic intrigue. This one hour experimental game creates characters from three sets of randomly chosen backgrounds: a base identity, a group or organization and a cover identity. Not even the GM will know whom you are playing.

DILLON QUAD

### Boffer Combat

Red Feather Roleplaying provides staff for drop-in combat with foam and latex weapons; safety training and equipment is provided for use.

### Sidewalk Chalk

What masterpiece will you add to the sidewalk of the Dillon Quad? Chalk will be available near the entrance to the Tabletop Hall. (*This event will not happen in case of rain.*)

DIGITAL HALL

### Game Audio Boston Booth

This year, BostonFIG is teaming with Game Audio Boston to bring audio from local game audio professionals to the Fest! This booth features music and sound design submissions from musicians around the Boston area.

#### **About Game Audio Boston:**

*Game audio meetups have become an industry cornerstone for growing an enthusiastic community of game composers, sound designers, and developers interested in learning more about interactive audio. We aim to bring this kind of community together locally in Boston through Game Audio Boston (GAB). At monthly meetups, we discuss the design of sound and music for games, share technical advice and tutorials, explore new tools, and encourage industry networking. Each month will feature a presentation on a given topic, as well as guided round-table discussions.*

# Figgies Awards

6:15PM, TABLETOP HALL, GORDON TRACK

HOSTED BY ERIC MOLINSKY

MUSIC BY MADISON DENBROCK

## About The Figgies:

Every year, we host an awards ceremony after the exhibit halls close. In this awards ceremony, we recognize the excellent games in our Tabletop and Digital Showcases. We give away trophies and prizes for a number of categories, selected by our curation teams, as well as an Audience Choice and Best in Show award.

## Digital Categories:

Best in Show, Compelling Game Mechanics, Innovation in Art and Narrative, Multiplayer and Connected Gameplay, Experimental Game Design, Student Games, and Audience Choice Award

## Tabletop Categories:

Best in Show, Most Dynamic, Most Innovative, Best Game for Social Change, Best Family Game, Best Game in Progress, and Audience Choice Award

## About Eric Molinsky:

Eric Molinsky is the host of Imaginary Worlds, a podcast about science-fiction and other fantasy genres. He's also an award winning public radio reporter who has produced stories for Studio 360, The New Yorker Radio Hour, All Things Considered, Morning Edition, Marketplace, 99% Invisible, Radio Diaries, and he was a writer on the radio drama podcast The Truth.

## About Madison Denbrock:

Madison Denbrock is a composer specializing in interactive game audio. Madison's most recent work is with Girls Make Games, teaching young girls how to make their own games with Unity. Madison has also been assisting composer Jesse Harlin (Mafia III) with his latest projects. To stay in touch, please visit [madisondenbrockmusic.com](http://madisondenbrockmusic.com).



**DogFight** is an airplane combat game where the pilots are dogs!



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Come check us out in the showcase

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# Digital Games Showcase

## **A Short Hike**

*Adam Robinson-Yu*

## **Alike**

*Dylan Mahalingam*



## **Amaris: Realm of Dreams**

*FlashLight Studios*



## **Bizarre Barber**

*Synesthetic Echo*

## **Blabyrinth**

*Sleeping Beast Games*

## **Cede**

*BareHand*

## **Chibisu's Costume Combat**

*Green Bray Games*

## **Chrominance**

*the syndicate*

## **Damaged In Transit**

*Wyatt Yeong, Diego Garcia, Greg Heffernan*

## **DogFight**

*Petricore, Inc.*

## **Dragoon Drop**

*Strange Spaces*

## **Emily is Away <3**

*Kyle Seeley*

## **Entangled**

*Tiltfactor*

## **Evergate**

*Stone Lantern Games*

## **Feral Frontier**

*Dirty Beast Games*

## **Flinger Tactics**

*SchuBox Studio*

## **Floaty Fighters**

*Shattered Journal Games*

## **Flourish**

*onewordstudios*

## **Fruit Postal Service**

*Fruit Postal Service*



## **Go For a Walk**

*the color addiction*

## **Killer Queen Black**

*Liquid Bit and BumbleBear Games*

## **Loxodonta**

*FXN*

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

**Lucky Me**

*Artifact 5*

**StarCrossed**

*Contigo Games*



**May's Journey**

*Northeastern University*

**Starstruck**

*Just Ralph*



**Mondrian - Plastic Reality**

*Lantana Games*

**Steamhounds**

*Stray Basilisk*

**Odicia**

*Oliver Hamlin and Cameron Lee*

**The Gristmill**

*Team Several People*

**Pixel Puzzle Makeout League**

*Rude Ghost*

**The Last Hex**

*That Indie Studio*

**Q-Cubed**

*cludosian*

**tri.Attack();**

*Demmy Mangusso*



**Roll Control**

*Andrew Simon Thomas*

**Tribes of Midgard**

*Norsfell*

**Seahorse Saga**

*Abyssos Games*

**Watch This Space**

*It's Anecdotal*

**Seasons (季节)**

*David Su and Dominique Star*

**WeHOP**

*Team Future Games*

**Smile For Me**

*LimboLane*

**Where Shadows Slumber**

*Game Revenant*

**Sole**

*Gossamer Games*

**Wildermith**

*Worldwalker Games*



**Starcom: Nexus**

*Wx3 Labs, LLC*

# Tabletop Games Showcase

## **Alynthia**

*Xplody Games*

## **Auction Comics**

*Venntik Games*



## **Battle For Vitoria**

*Punk This Studios*

## **Bearly Asleep**

*Pair of Jacks Games*

## **Black Forest**

*Jack Reda*

## **Bluff the Bullet**

*Eye4Games*



## **Born to Serve**

*Shoot Again Games*



## **Breach: The Worldwound**

*Jason Riddell*

## **Build-a-Dare**

*Seize the Play*

## **Burned!**

*Jay Bucciarelli*

## **Calligraphy**

*Squirrel Rampant*

## **Camp Pinetop**

*Talon Strikes Studios*



## **Cardropolis**

*Skyhammer Studios*

## **Carrion Call**

*Ringstrue Games*

## **Chiseled:**

### **A Deck-Sculpting Card Game**

*Copper Frog Games LLC*

## **Clear the Decks!**

*Crispy Games Company LLC*



## **Crowkeeper**

*Greg Krupp*

## **Curse of the Pyramid**

*John Herman*

## **Defense Force ULTRA**

*Eye4Games*

## **Empyrean: Battles of Ra'fien**

*Lava Panda Studios*



## **Fight Sequence**

*Triple Rainbow Games*

## **Flights of Fancy**

*Double Watt Games*

## **Gemstones**

*Garrett Sendlewski*

## **Goblinville**

*Narrative Dynamics*

## **HUCK: Ultimate Dice Game**

*Markee Games*

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.

**Immateria**

*James Firnhaber*

**Kill It With Fire**

*Mayham Game*

**Master of Pieces**

*Cheer Up Games*



**Mechanica**

*Resonym*

**Minute Diktator**

*Minutus Games*



**Obelisk Overthrow**

*Project: COH*

**Octochef**

*Marcus Phoenix Games*

**Party Guns**

*Joseph Andrews*

**Perch**

*2 Ton Porcupine, llc*

**Plight of the Valkyries**

*Thompson Brothers Games*

**Pop Quiz!**

*Ian Schreiber*

**Queen's Quest**

*Phase Shift Games & Geek Fever Games*

**Relics of Vandarth**

*Wolf Spirit Games*

**Rushmore (Let's Get Rocked!)**

*Chief of Design*

**Ruthless Old Prospectors**

*Move Rate 20 Games*

**Scale the Wall**

*Searchlight Games*

**Scheduling Simulator**

*Gather Round Games*

**Simply Adorable Slugfest**

*Geek Fever Games*



**Starport - A Tabletop Roleplaying Game For Kids**

*Wider Path Games*



**Surreal**

*Resonym*



**The Cheaters**

*The CheaterMakers*



**Widget Ridge**

*Furious Tree Games LLC*

**Zaam**

*Lloyd May*

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Breaking Games is an award-winning tabletop game publisher and manufacturer, dedicated to providing fans with the best in card and board games – in design, game play, and interaction. In its first two years, Breaking Games developed Mensa Select winners for 2015 and 2016, as well as IndieCade finalists, and multiple games in Walmart, Target, Barnes & Noble and local game stores in the US and worldwide. Breaking Games directly works with independent designers on design, development, art, and promotion to bring their vision to life. Breaking Games is proud to produce some of today's most innovative family, strategy and party games providing fans with the best in card and board games – in design, game play, and interaction.



WERS is your commercial-free, listener-supported new music discovery station. Located at the heart of Boston on Emerson's campus, WERS plays an eclectic mix of modern, indie and alternative rock from the past 35 years. The highest rated student run station in the country, WERS focuses on music discovery while embracing our metropolitan location and heritage. WERS is the best (and nearly only) place in Boston to hear new music on the radio.



Thanks to our sponsors that help make BostonFIG Fest possible!

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Bose is enabling developers and creators to make a sound first approach to augmented reality. Through an innovative availability of sensor-driven, head movement and spatial sound capabilities, you can create new experiences that compliment the use of new Bose AR-enabled wearables finding their way to millions of users in 2019.



D20PRO supports a myriad of game systems with official licenses for Paizo's Pathfinder, Starfinder and, upcoming, Pathfinder 2.0. D20PRO is also a proud Wizards of the Coast license holder supporting Dungeons & Dragons natively. D20PRO is a product of Mesa Mundi Inc., a leader in interactive technologies including multi-touch game tables.



### Bose AR

With iPhone and iPad, Android and Unity support, our SDKs and Unity Plugin allow mobile applications to pair with the new generation of Bose wearables and headphones, including Bose Frames and the recently updated QC35II Headphones. Using raw sensor data (accelerometer, gyroscope, & compass), you can create new experiences for users based on interactions based on head movement and orientation.

SPONSOR

# 2019 Sponsors

## BRONZE SPONSORS



Foam Brain Games is a purveyor of fine board games, RPGs, dice and more! Please find us at conventions around the country selling a variety of awesome products!



Gamewright, a leading manufacturer of family games, is best known for such household hits as Slamwich, Rat-a-Tat Cat, Sleeping Queens, Forbidden Island, and Sushi Go! Gamewright prides itself on making games that foster laughter, learning, friendship and fun. Kids, parents, grandparents, and educators all agree that Gamewright makes some of the best games on the planet.



Lay Waste Games is the independent game publisher behind Dragoon, Human Era, Life Siphon, Heads Will Roll and Metal. Lay Waste Games delivers accessible and enduring games made with materials that are worth holding onto. From the solid metal dragons and expansion characters in Dragoon, to the unraveling paradoxes in Human Era and strategy combat monsters in Life Siphon, Lay Waste Games dovetails accessibility with rich, replayability. Join Lay Waste Games at BostonFIG Fest and make some memories worth holding onto!



Getaround empowers people to instantly rent and drive great cars shared by people in their city. Cars can be rented by the hour, or the day, with \$1M insurance and 24/7 roadside assistance included. By using the Getaround app, people skip the lines and paperwork at traditional rental car counters, and the hassle of buying and maintaining a car. Powered by Getaround Connect™, the patented connected car technology, Getaround creates a fun and safe carsharing experience without the need to meet the car owner, carry an access card, or coordinate picking up a car key.



Founded in Boston in 2014, The Molasses Flood is made up of a team of former AAA developers who decided to take our own path. Our debut title was *The Flame in the Flood*, an acclaimed survival journey about forging a river with only your dog by your side. We make games that live at the intersection of heart and game systems, and currently have multiple exciting projects in development.



Petricore, Inc. is a game and interactive media development studio founded in the spring of 2015 and located in Central Massachusetts. Petricore has deep expertise in developing award-winning mobile games. Each title Petricore released has been featured as a “best new game” on the Apple App store, and across all releases Petricore’s games have been downloaded and played over 700,000 times. Petricore is currently developing its next game *DogFight*, a 3D airplane combat game where the pilots are all dogs.



Epic Games’ Unreal Engine technology brings high-quality games to PC, console, mobile, AR and VR platforms. Creators also use Unreal for photorealistic visualization, interactive product design, film, virtual production, mixed reality TV broadcast and animated entertainment. Follow @UnrealEngine and download Unreal for free at [unrealengine.com](http://unrealengine.com).



White Wizard Games creates awesome games that are affordable for everyone. Their first game, *Star Realms*, a space combat deckbuilding game, exploded in popularity and won 7 Game of the Year awards. *Star Realms* is a top seller in hobby game stores around the world. *Epic Card Game*, a non-collectible strategy card game designed by Magic: the Gathering Hall of Famers, has draft, preconstructed and sealed gameplay packaged in a small deckbox. *Hero Realms* is a fantasy-themed deckbuilder with cooperative campaigns and boss battles. Their newest game, *Sorcerer*, is a 2-4 player game where you construct your Sorcerer deck and battle for area control in Victorian London.

# BostonFIG Team

## EXECUTIVES

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Lay Waste Games is the independent game publisher behind Dragoon, Human Era, Life Siphon, Heads Will Roll and Metal. Lay Waste Games delivers accessible and enduring games made with materials that are worth holding onto. From the solid metal dragons and expansion characters in Dragoon, to the unraveling paradoxes in Human Era and strategy combat monsters in Life Siphon, Lay Waste Games dovetails accessibility with rich, re-playability.



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# BostonFIG Team

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**Adri Mills**, *Director of Digital Curation: Innovation in Art and Narrative*

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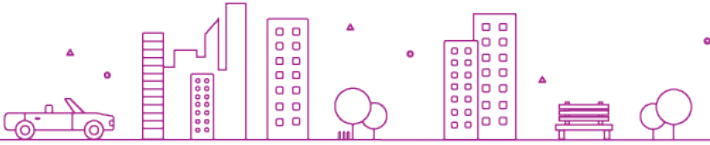
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Epic Games' Unreal Engine technology brings high-quality games to PC, console, mobile, AR and VR platforms. Creators also use Unreal for photorealistic visualization, interactive product design, film, virtual production, mixed reality TV broadcast and animated entertainment. Follow @UnrealEngine and download Unreal for free at [unrealengine.com](https://unrealengine.com).

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